Future

GAMES MASTER PRESENTS

THE ULTIMATE GUIDE TO MINECRAFT

PC PS3 360 iOS ANDROID

NEVER DIE AGAIN!

How to escape any situation

PLAY FOR CASH

BECOME A CELEBRITY!

Are you the next big YouTube star?

SURVIVE YOUR FIRST NIGHT!

ADVANCED BUILDING TIPS!

MINECRAFT POCKET HELP!

DEFEAT THE ENDER DRAGON!

+

THE MAKING OF MOJANG

» Inside the studio that started it all

MOD YOUR WORLD!

» POKÉMON? SUPER HEROES? REINVENT YOUR GAME!

WorldMags.net

WorldMags.net

WorldMags.net

GamesMaster PRESENTS

THE ULTIMATE GUIDE TO MINECRAFT

"Minecraft is the most important game of the decade, and it's growing bigger every single day."

Welcome to this very special edition of GamesMaster Presents. Over 25 million people have bought Minecraft to date, and if you're reading this I'm willing to bet that you're either one of those players, or you're about to jump in for the first time. (Option three: you're reading this at the dentist, but I reckon you'll switch to option two before you're called in for that filling.)

Minecraft is the most important game of the decade, and it's growing bigger every single day. And this issue celebrates everything in and around the game: the development team at Mojang, the celebrities at the Yogscast, the modders who are coming up with new and inventive ways to play and, most importantly, you – the players.

We've compiled the ultimate issue of GamesMaster devoted to the one game everyone's into, and we've crammed it with helpful hints, expert guides, fun distractions and mustn't-miss challenges. So whether you're just starting out in the world of Minecraft, or you're a master builder seeking new adventures, grab your pickaxe and dig right in!

Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW.
Tel 01225 442244 **Fax** 01225 732275 **Email** gamesmaster@futurenet.com

EDITORIAL
Editor Matthew Pellett
Art Editor John Strike
Games Editor Matthew Sakuraoka-Gilman

CONTRIBUTORS
Cory Banks, Ian Bimbaum, Richard Cobbett, Julian Dace, Marsh Davies, Logan Decker, Tom Hatfield, Daniella Lucas, Evan Lahti, Jillian Lungaro, David Lyttleton, Andy McGregor, Phil Savage, Graham Smith, Edward Evans-Thirlwell, Tyler Wilde

SENIOR TEAM
Editorial Director Jim Douglas
Creative Director Bob Abbott
Group Senior Editor Tim Clark
Group Art Director Graham Dalzell

PRODUCTION
Production Controller Fran Twentyman
Production Manager Mark Constance

ADVERTISING AND MARKETING
Ad Manager Andrew Church (020 7042 4233)
Group Marketing Manager Sam Wight
Senior Marketing Executive Tilly Michell
Sales Director Nick Weatherall
Marketing Executive Antonella Matia
Account Executive Chris Furness
Advertising Production Coordinator Nathan Drewett
Commercial Buyer Karen Flannigan

SUBSCRIPTIONS
Senior Product Manager Adam Jones
Phone our UK hotline 0844 848 2852
Phone our International hotline on +44 (0) 1604 251045 If you would like to purchase the images featured in this publication, please visit www.futuremediastore.com or email mediastore@futurenet.com

LICENSING
International Licensing Director Regina Erak (+44 (0) 1225 732 359)

FUTURE PUBLISHING
Managing Director of Technology, Film and Games Nial Ferguson
Deputy Managing Director of Film and Games Clair Porteous
Head of Games Group Lee Nutter
UK CEO Mark Wood

Subscribe online at www.myfavouritemagazines.co.uk
Printed in the UK by William Gibbons
Distributed in the UK by Seymour Distribution Ltd, 2 East Poultry Avenue, London EC1A 9PT. Tel: 020 7429 4000.

Want to work for Future?
Visit www.futurenet.com/jobs

Future produces high-quality multimedia products which reach our audiences online, on mobile and in print. Future attracts over 50 million consumers to its brands every month across five core sectors: Technology, Entertainment, Music, Creative and Sports & Auto. We export and license our publications.

Future plc is a public company quoted on the London Stock Exchange (symbol: FUTR).
www.futureplc.com

Chief executive Mark Wood
Non-executive chairman Peter Allen
CFO Zillah Byng-Maddick
Tel +44 (0)20 7042 4000 (London)
Tel +44 (0)1225 442 244 (Bath)

© Future Publishing Limited 2014. All rights reserved. No part of this magazine may be used or reproduced without the written permission of the publisher. Future Publishing Limited (company number 2008885) is registered in England and Wales. The registered office of Future Publishing Limited is at Beauford Court, 30 Monmouth Street, Bath BA1 2BW. All information contained in this magazine is for information only and is, as far as we are aware, correct at the time of going to press. Future cannot accept any responsibility for errors or inaccuracies in such information. Readers are advised to contact manufacturers and retailers directly with regard to the price of products/services referred to in this magazine. If you submit unsolicited material to us, you automatically grant Future a licence to publish your submission in whole or in part in all editions of the magazine, including licensed editions worldwide and in any physical or digital format throughout the world. Any material you submit is sent at your risk and, although every care is taken, neither Future nor its employees, agents or subcontractors shall be liable for loss or damage.

Future Games: The First Choice For Gamers. This magazine is brought to you by Future Publishing Ltd., the makers of *Edge*, *PC Gamer*, *Official XBox Magazine* and *Official PlayStation Magazine*.

FSC www.fsc.org MIX Paper from responsible sources FSC® C007184

We are committed to only using magazine paper which is derived from well managed, certified forestry and chlorine-free manufacture. Future Publishing and its paper suppliers have been independently certified in accordance with the rules of the FSC (Forest Stewardship Council).

recycle When you have finished with this magazine please recycle it.

WorldMags.net

THE ULTIMATE GUIDE TO MINECRAFT

Contents

KNOW YOUR BIOMES

16 PLAINS

32 FOREST

44 JUNGLE

54 VILLAGE

64 SWAMPLAND

First Steps

06 WHAT IS MINECRAFT?
How to download and start playing the game this mag's all about.

10 SURVIVE YOUR FIRST NIGHT
Once you're in you're on your own – or are you? Shrug off that fear!

18 STARTER GUIDES
Essential guides to all the basics. Learn about mobs and potions...

34 SURVIVAL HANDBOOK
Caught in a sticky situation? This handbook will help you live.

Advanced Skills

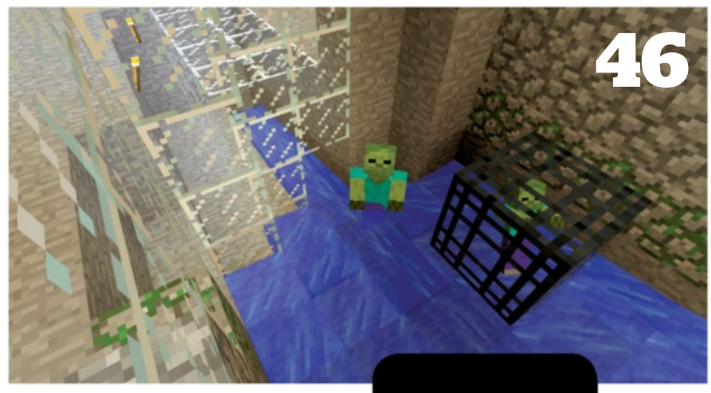
46 ADVANCED TECHNIQUES
Expert-level building tips to help you make amazing things.

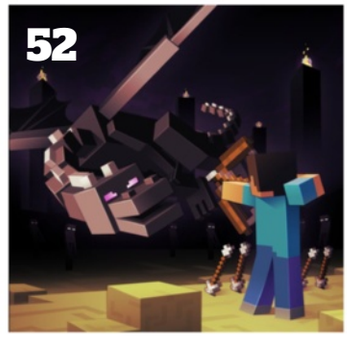
50 THRIVE IN THE NETHER
How to access, live in and, if you need to, escape from 'hell'.

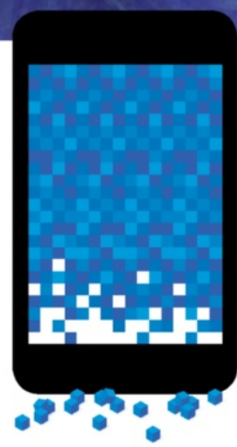
52 DEFEAT THE ENDER DRAGON
Only the best can beat him. Are you good enough? (No? You will be!)

56 FINISH ON HARDCORE
Get ready to tackle Minecraft's hardest mode with confidence.

66 MC: POCKET EDITION
Everything you need to know about the portable game.







66

WorldMags.net

WorldMags.net

Developer Access

72 THE MAKING OF MOJANG
The story behind the studio that created the Minecraft universe.

84 THE FUTURE OF MINECRAFT
What's next for Minecraft? We reveal future plans here...

Expand Your Game

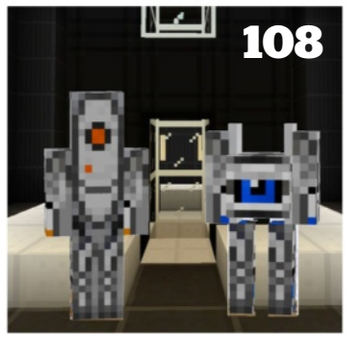
92 COMMUNITY TEXTURES
Transform the default Minecraft textures into something beautiful.

102 COMMUNITY SKINS
The best free skins to wrap around your Minecraft avatar.

108 MODS AND MAPS
Add something amazing to your world with these stunning mods.

116 HOW TO INSTALL
Want to download mods and not sure how to make them work?

122 MINECRAFT RENDERED
Make incredible poster artwork using your Minecraft saves.

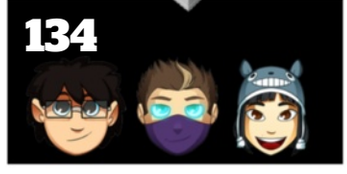


Beyond The Game

130 THE BEST GEAR
Official Minecraft merchandise you need to own!

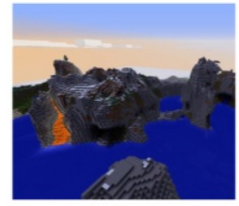
134 YOUTUBE SENSATIONS
Want to become a YouTube star? The Yogscast offer their advice!

140 GM'S FUN CHALLENGES
Play Minecraft like you've never thought to play it before!



70
ICE PLAINS

90
DESERT

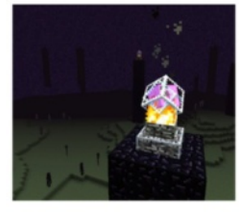


106
HILLS

120
OCEAN

128
MUSHROOM

138
MESA



144
THE END

WorldMags.net

WHAT IS MINECRAFT?

A beginner's guide to Minecraft's basics

Minecraft is an open-world sandbox exploration and building game that lets you go where you want, build what you want, and set your own goals. The game's procedurally-generated environments are full of raw materials, distinct environments and animals. You can create everything from a humble ranch house to a giant castle to a massive city of skyscrapers.

There are PC, PS3, 360, iOS and Android versions, with PS4 and Xbox One ports on the way. To make things complicated, each format contains different features – the skills and techniques we'll teach you in this issue are platform agnostic. Some of the creatures and items we'll cover are PC-only for now, but it's worth absorbing the info if you're a console player, as you never know what a future update may bring...

WorldMags.net

WorldMags.net

BASIC SETUP

1 LOCATE THE GAME
On PS3 and 360 Minecraft can be found in the consoles' digital stores. Google Play and iTunes' App Store are your friends on Android and iOS. On PC, go to the official website: www.minecraft.net. Don't want to buy it digitally? You can buy a boxed Xbox 360 version, or a physical download code, from gaming stores.

2 PURCHASING
You'll need an account on your chosen platform, along with payment card information to purchase the game. On PC, buy it from www.minecraft.net/store and then download it from www.minecraft.net/download.

3 LAUNCH IT
Select the homescreen icon or move to your console's games tab to find your game. On PC you'll need to log into the launcher with your new account before hitting the all-important 'play'.

4 PLAY
Start playing! You should probably start with the console tutorials, but feel free to jump in and learn as you play.

HOW TO PLAY

There are a lot of ways to play Minecraft, and the best part is that how you play is up to you. Do whatever sounds fun – start new worlds on a whim if you're bored with your current project. Below are some of our favourite ways to play:

INVENTOR
Use Minecraft's redstone ore to lay out electrical circuits such as self-opening doors. You can even build automated train cars or farms that mechanically harvest themselves at the push of a button.

NOMAD
Don't settle down and mine for ore, hit the trail instead. With basic tools and food that you can forage, explore the wilderness.

HOMEMAKER
Set up a house or a mansion and stock it with a kitchen, library, bedrooms and gardens. Build your dream house into the side of a mountain or on a private beach.

RANCHER
Set up pens and breed animals until you have a huge herd. Keep a stable of horses for travel and ride off into the sunset for an adventure now and then.

COMMUNITY PLANNER
Find a small village of NPCs and transform their sleepy hamlet into a metropolis. Widen roads, add neighborhoods and expand their farms. The population will rise as you add more buildings.

PETTY LORD
Find a tall hill and plop a castle down on top of it. High stone walls, gates with trapdoors and a secluded keep can be yours to rule over. Got the Game Of Thrones urge? Then destroy villages, too.

ARTIST
Start Creative mode and use the different colorus of wool and rock to build towering pixel art. Statues and recreations of famous landmarks are fun, as are 8-bit art recreations of game characters.

DWARVEN MINER
Knock a hole in the side of a mountain and never look back. Place soil and streams to farm underground and build a secluded city entirely inside a hollow mountain. Watch out for Smaug...

ANDREW RYAN
Swim into the middle of the ocean and dive straight down. Building glass domes can take a long time, but as you already know: "A man builds. A parasite asks 'Where is my share?'" Build, then. Build your paradise. And feel free to shed a tear for the sad demise of Irrational Games.

GAME MODES

A what's what of Minecraft's options

1 The main mode is Survival. Here you'll be free to explore your world and gather resources for crafting, but deadly mobs will attack at night and when you're deep underground...

2 Creative mode is where you can flex your masonary muscles. No bad guys here – you've got access to all the resources to build and build.

3 That's it! Both Survival and Creative modes have multiplayer options so you can share the fun with friends. If you aren't liking the default view you can disable head-bobbing and increase your field of vision.

WorldMags.net

WorldMags.net

SURVIVE YOUR FIRST NIGHT

WorldMags.net

SURVIVE YOUR FIRST NIGHT

WorldMags.net

Don't go it alone—we'll help you see daylight again after the first bumpy, mob-filled evening

Many games start off with a lengthy tutorial process that introduces the core rules, mechanics, and controls of the experience, all while easing you into dangerous new scenarios. In Minecraft, you're completely on your own in the pixel-block wilderness from the start.

When you start up a new world in Survival mode, you'll emerge into daylight within a randomly generated block environment with absolutely zero guidance on what to do next. Minecraft's open world design provides ample opportunity to play the game your own way, and your built-in survival instincts might help point you in the right direction.

But when night falls and the hostile mobs start honing in on your position, any previous lack of initiative will come back to haunt you. If you're new to Minecraft and need a helping hand when it comes to setting up shelter, building initial tools, and figuring out the basics of crafting — all within a tiny window of time — here's GamesMaster's guide to surviving your first night in a brand new world.

WorldMags.net

WorldMags.net

As awe-inspiring as your new world may be, there's precious little time to waste. Find a spot to set up shelter to survive.

YOUR FIRST STEPS

When you start a new game of Survival, you can choose to automatically generate a world or enter a string of letters or numbers to create a 'seed', which you can use again later to recreate the same world. Whatever the case, you'll quickly be dropped straight into the world with no items, clear objectives, or text prompts.

Before you wander off, look around and scope out your surroundings. If you see high ground nearby, it's worth climbing up in order to get a better look at the area. Be incredibly swift, though — daylight only lasts for about ten minutes of realworld time, and then you'll have the same amount of nighttime to deal with.

What's the difference? The daytime isn't inhabited by explosive Creepers, arrowflinging skeletons, zombies, and squirming spiders, among other horrors that lurk in the dark.

Within that first minute or two, you should have an idea of where you'd like to set up shelter in the world. It's worth doing so near the spawn point, so if you die, you'll be able to quickly return to your homestead — and that makes sense for the timeframe, as well, since you'll need to start building as soon as you possibly can.

Don't spend too much time picking flowers on the first day. There's surely lots to look at, but you can always be a nomad and set up shelter elsewhere later on. Safety is paramount for this first night, and there will be plenty of days afterwards for you to set up a new, better home elsewhere once you've gathered up supplies.

One smart plan for your first shelter is to build into a hillside, like a hobbit. Not only does that mean that you'll have fewer walls to construct because the hillside acts as interior walls, but hillside abodes are also be more difficult for enemies to reach. Freestranding structures require more building, and thus more time to complete.

Ultimately, though, what you need on your first, lonely night is quick and reliable safety: style and elaborate structures can come later. Wherever you decide to build, do it quickly!

WorldMags.net

WorldMags.net

BUILD A HOME

Don't try this at home: after office experimentation we can categorically state that tree-punching is painful. Ouch!

Dirt can be used to build your shelter and should be readily available all around you, but it's unreliable and very susceptible to enemy attack. It's dirt, after all... And what are you, a pig?

Considering the short amount of time you have before the creatures begin to roam, your best bet is to craft wood planks from basic wood, which you'll need to find from nearby trees. It's easy: just aim your fists at any block in the trunk — regardless of tree color — and punch it repeatedly.

It'll take a few seconds, but then you'll have your very own wood block. It's a start! Each block of wood can be used to craft four wood planks, and you'll likely need several dozen planks to construct a small shelter. You'll also need wood to construct a crafting table, pickaxe and torches shortly after the home is complete, so grab as much as you possibly can from the start. It's worth pulling all of the wood from four or five nearby trees in a hurry to ensure that you're all set for now.

Pro tip: don't miss the higher-up tree blocks once you've punched through the lower ones. Simply go below the tree, look up, and keep punching until all of the reachable wood blocks are yours. Take that, gravity!

Now pull up your crafting menu and quickly change your base wood blocks into wood planks. You should have a large stack of planks now, so if you're building a standalone shelter, start placing them in a square or rectangle-like outline with one block left open for an entrance.

At first, you'll want enough room to hold a crafting table, a furnace and an opening to a mine that you'll carve out shortly thereafter (what would a Minecraft home be without a mine?), so give yourself a little bit of room. An 8x6 layout that's three blocks high should be plenty of space for your first home. Leave the roof until last: you can fill it in when night falls.

Try to dig your first foundations high up on a hill for the best survival odds.

WorldMags.net

WorldMags.net

Wave hello to the crafting table: where tools are built and skulks of sly foxes gather together for pint-and-plotting sessions. Not really.

The wooden pickaxe should be the first tool you craft: it'll make mining important cobblestone much faster than before.

Get the foundations of your house down nice and early to avoid dusk panics.

WorldMags.net

WorldMags.net

TOOLS OF THE TRADE

By the time you finish the basic outline of your shelter, you might have a couple minutes left before the sun begins to set. Hopefully you'll have a few wooden planks left — four of them can be used in the standard crafting menu to create a crafting table, which opens up a huge array of building possibilities.

The larger 3x3 crafting grid of the table lets you build essential tools and weapons that'll help you begin mining for resources and fighting back the enemy mobs that will hound you. First place the crafting table inside your shelter, and follow-up by crafting four sticks (each stick requires two wood planks).

Once you have those, you can create your first tool: the wooden pickaxe. It's a huge first step towards accessing the whole mining aspect of Minecraft, and you build it by combining three wood planks with two sticks on the table. (On PC it's a little more complex as the planks must be slotted into the top row and the two sticks below it in the centre column, similar to the shape of the pickaxe itself).

If you've managed to accomplish all of that with even a smidgen of daylight still in sight, you're doing an excellent job — but there's one more important task you must complete even if the darkness has already set in. No arguing now!

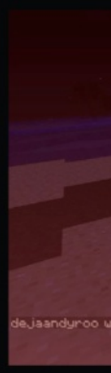
Building a furnace lets you cook meat to fill your belly, create charcoal to help craft torches, and smelt other resources for various needs down the line. Plus, it's nice to have heat, isn't it?

It takes eight blocks of cobblestone to craft a furnace with the crafting table, so make a mad dash toward the nearest batch of grey blocks. If you're near mountains you should find some immediately. If not, start digging into the earth in a staircase-like pattern (for an easy escape) and see what you can find.

Once you have the blocks you need, use the table (leaving the middle square empty on PC) and then place the furnace inside your shelter for a cosy night.

WorldMags.net

WorldMags.net



SURVIVE AND PROSPER

Who's the idiot who said this night was going to be cosy, eh? Once darkness falls, things get dangerous fast. Your absolute safest bet is to seal yourself within your shelter by closing off all entrances.

It's not necessarily the most exciting way to spend the next ten minutes, we'll admit. Some might even call it cowardly. (Shush you!) But at least you'll have the morning to look forward to.

Be sure to craft a few torches using sticks and charcoal and place at least one inside the structure — otherwise you'll be sitting in total darkness, which is equally terrifying and depressing. Also, if you happen to have three wood planks and manage to find and kill three sheep to gather up some wool, you can create a bed via the crafting table and skip the night altogether through the ancient technique known as 'sleep'.

If you're feeling a bit more adventurous, you can venture out into the darkness to explore the land, find resource-rich areas to mine and discover various animals to claim meat and materials from. Always be aware of your surroundings, though, and if you see enemies in pursuit, don't stop running!

You can craft a sword with two wood or cobblestone blocks and a stick, which will give you a better chance to fight back against the likes of skeletons and spiders. Not the green Creepers, however — they'll simply explode when near. Should you take damage, be sure to eat some food; when your hunger bar's full, health your will regenerate. Om nom nom nom!

Staying put in your shelter doesn't have to be completely uneventful, though. You can play around with the crafting table and furnace to try and generate unique outcomes, and use the materials you already have to create an axe, a hoe and a shovel to aid your further adventures. Better yet, you can start digging downward to begin the arduous — but eventually rewarding — process of mining materials.

There are all sorts of minerals and other surprises beneath the earth, and starting your descent from within the shelter affords you a level of safety while exploring.

Ultimately, the most important thing is to see the morning light, at which point you can safely return to the outside world and explore the surroundings, revise your homestead, mine for better resources and play the game however you choose.

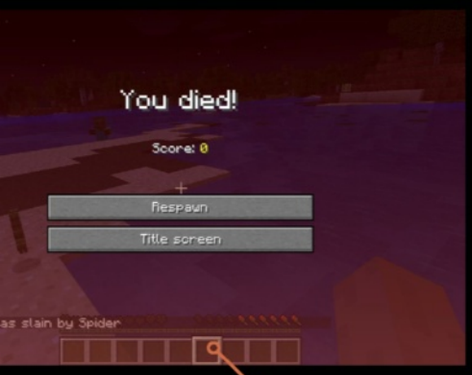
If you've followed this guide closely, you should now have a sense of the fundamentals of the Survival experience and an idea of the tools needed to gather up better supplies for more adventurous building.

Worst case scenario time. If you ignored everything and are stuck without a shelter as night falls, know this: you can dig a hole straight down and place a block directly above your head to close the gap. You should have no problem surviving the night in entombed shame. Good luck!

WorldMags.net

SURVIVE YOUR FIRST NIGHT

Know this: Creepers explode. Take our word for it and never get that close. First-hand verification of their attack method hurts...



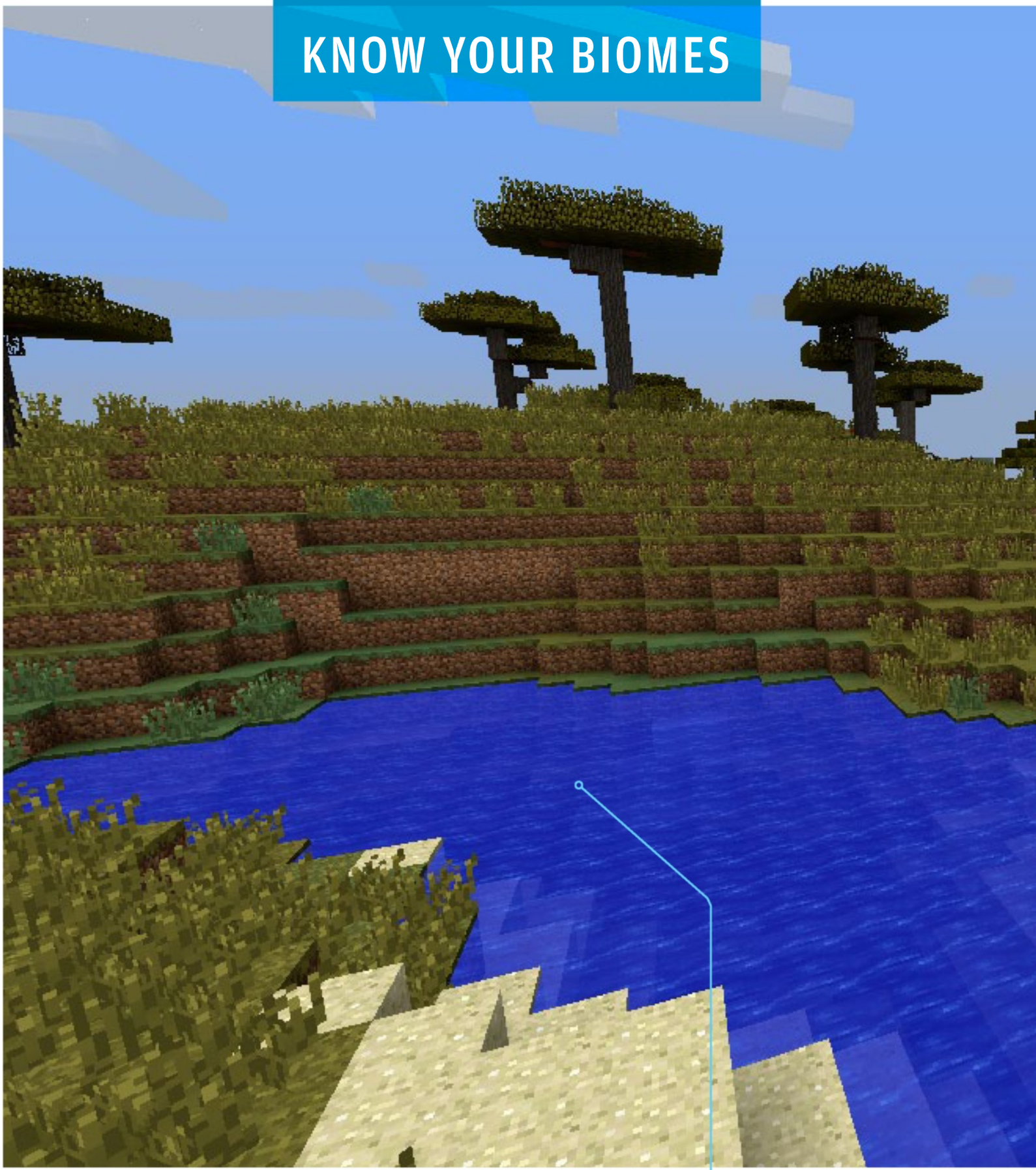
Sigh – somebody *clearly* wasn't paying attention to our advice.

A torch will make night pass easier. Don't worry - your home won't burn!

If the sun's this low and you've yet to start building, start digging instead!

WorldMags.net

KNOW YOUR BIOMES



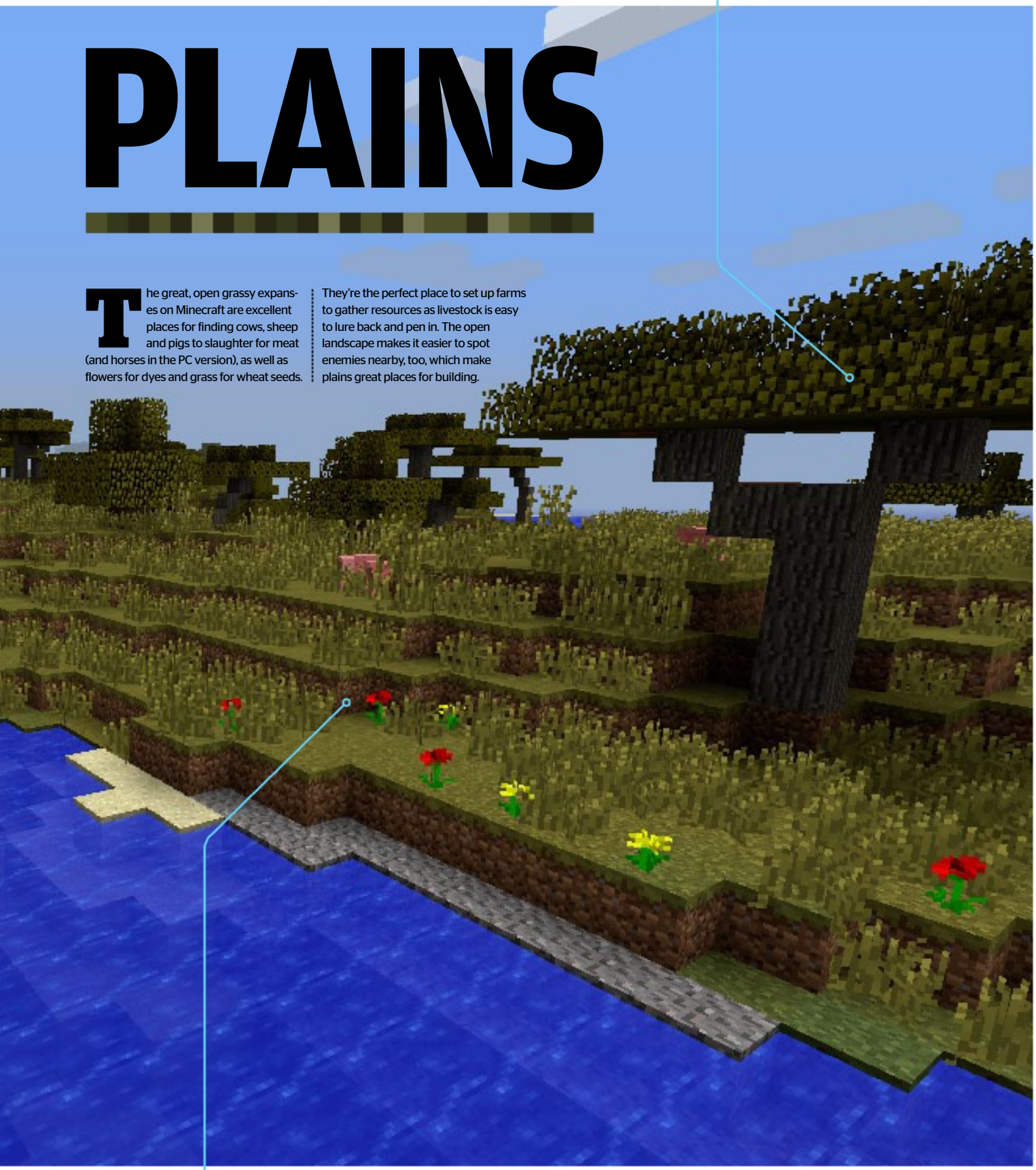
You'll often find shallow waterholes, which are good sources of sugarcane or clay.

WorldMags.net

WorldMags.net

PLAINS

The great, open grassy expanses on Minecraft are excellent places for finding cows, sheep and pigs to slaughter for meat (and horses in the PC version), as well as flowers for dyes and grass for wheat seeds. They're the perfect place to set up farms to gather resources as livestock is easy to lure back and pen in. The open landscape makes it easier to spot enemies nearby, too, which make plains great places for building.



The PC version features a Savanna plains variant that appears on plateaus and has numerous trees.

Yellow and red flowers are common here and can be used to create dyes. Use these directly on sheep to make your own multicoloured herds.

WorldMags.net

MASTER

So you've survived your first night?

WorldMags.net

THE BASICS

Now it's time to get your teeth into Minecraft for real!

Maybe you picked up this guide because you love Minecraft: you've been playing since 2010 and can't get enough. In that case, treat this section as a refresher course — give it a skim, then jump ahead to our advanced guides later on.

But if you're reading because you've heard your friends talking about Minecraft and want to join in, or you've already taken your first, perilous steps into blockland but were totally lost, get studying.

Minecraft is a complex game, but as noted in the survival guide before this, it doesn't do much to ease new players in. To live a long, full life in your pixely new surroundings, you need to know how to craft items, breed animals, deal with monsters, and more.

It can be overwhelming, so we've made it simple — on the pages ahead you'll find everything you need to know to not only survive, but to start the long journey to becoming a Minecraft master.

Turn the page for tips on crafting your first bits of gear, and keep flipping for Minecraft zoology, monster control, potion brewing, and much, much more.

WorldMags.net

CRAFTING GUIDE

Torches, armour, cakes and more!

If you've survived your first night you're now ready to get cracking on the 'craft' portion of Minecraft. This guide will provide a handy reference to most of the basic materials and recipes you'll need for a strong start come your first morning.

EQUIPMENT AND MATERIALS

Tools, weapons, and armour are some of the most fundamental items you can make. They're constructed from different materials, which influence their durability and effectiveness. Before you start crafting, take a look at them...

Wood

Wood can be found on the surface in almost every biome (with deserts being a notable exception), and is needed for almost any basic recipe. It is the second-weakest material for making tools and weapons, yielding a sword that will break after dealing about 400 points of damage.

Stone

For beginning miners, stone is the most common block to find beneath the surface, and can often be found above ground as well. You can use it to construct medium durability tools and weapons. A stone sword, for instance will break after dealing about 1000 points of damage – more than twice the strength of wood.

Gold

Gold is a rare ore found only in the lowest 32 layers of the world, meaning you'll have to dig for a while to find it. It is the weakest material to make tools, weapons, and armour from, so don't be tempted. Instead, save it for more valuable projects such as making clocks and powered minecart rails.

Iron

Iron is a sturdy, uncommon material that can be found underground up to 63 layers above bedrock, meaning you shouldn't have to dig too deep to find it. It yields a sword that will break after dealing about 2200 points of damage, and is a good staple material to rely on for most tools and buildings.

Diamond

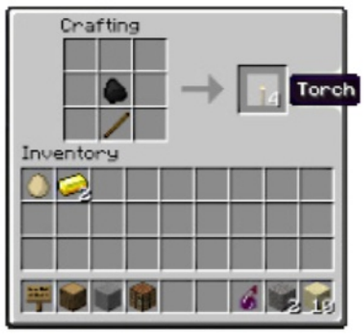
Diamond can only be found in the bottom eight layers of the map. It can take hours to find enough diamond to craft with, but it's worth it. Why? Well, a diamond sword will dish out about 16,000 points of damage without breaking, and a diamond pick can break any block type except obsidian in under one second.

WorldMags.net

RECIPES

ESSENTIAL TOOLS

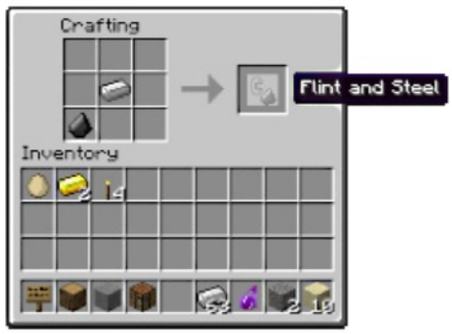
Never leave home without this must-have gear. Playing on PC? Then you'll have to manually piece it together, too. Here's how:



Torch

Ingredients
1 wooden stick + 1 coal

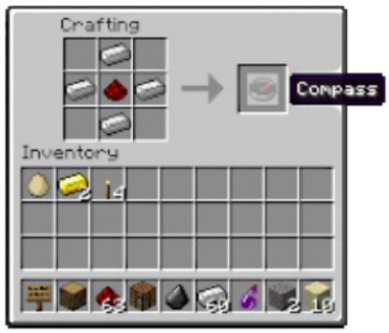
Torches are among the most important tools in the game for one reason: they prevent most monsters from spawning. The coal component can be mined, or created in a furnace by burning uncut wood.



Flint

Ingredients
1 flint + 1 steel ingot

Other than by pouring buckets of lava on everything like a caveman, flint and an iron ingot are what you'll need to light things on fire. The flint in the recipe can be earned by breaking gravel blocks with a shovel.



Compass

Ingredients
1 redstone + 4 iron ingots

A compass will point you toward your original spawn point, which can be useful for finding your way back to home base. Redstone can only be found in ore veins deep underground.

Ladder

Ingredients
7 wooden sticks

Each time you craft this recipe you'll produce three sections of ladder, which can be placed against a flat surface to assist in climbing. This is especially helpful as a quick way to the surface when exploring caves.

WorldMags.net

RECIPES

SUITS OF ARMOUR

Armour reduces the damage you take from enemy attacks. and might save your life when a monster catches you off-guard. It can be made from leather, gold, iron, or diamond. Higher-quality materials will yield more effective armour that can take more damage before breaking.

Helmet

Ingredients
5 base material

A helmet provides 1-3 points of protection. Pumpkins can also be equipped as helmets, but they don't have any armour value. They don't take damage either, though, so you can be a pumpkin head forever.

Chestplate

Ingredients
8 base material

A chestplate provides 3-8 points of protection. If you use leather, it'll be called a 'tunic'. In fact, all leather armour except boots has a different name: 'cap' instead of 'helmet' and 'pants' instead of 'leggings'.

Leggings

Ingredients
7 base material

Leggings provide 2-6 points of protection. Nothing about 'iron leggings' sounds very comfortable or practical, but your mobility won't be hindered by stomping around in solid metal trousers, thankfully.

Boots

Ingredients
4 base material

Boots provide 1-3 points of protection. It's also a generally good idea to have a nice, comfortable pair of boots for adventuring, unless you want pixel blisters. (That doesn't really happen in Minecraft – it's just good life advice.)

WorldMags.net

Full diamond and anvil

Once you're fully decked out in diamond, you can have as much as 20 points of armour. That's enough to reduce all enemy damage by 80%! Armour and weapons degrade over time, though, so you may want to build an anvil (4 iron ingots, 3 iron blocks), which allows you to use raw materials to repair the durability of your items.

Armoured horse

Horse armour can't be crafted (yet), but you can find it in dungeons, temples, Nether fortresses, and NPC villages. It will offer your faithful steed 5-11 points of protection and, more importantly, help its regalia match your own.

BAKE A CAKE!

Your three-part plan for the perfect dessert.

1 BUILD BUCKETS

Ingredients
3 iron ingots per bucket

First, you'll need to make three iron buckets (a total of nine ingots) to collect milk. Milk, of course, comes from cows, which can be found in just about any biome with lots of grass. Just interact with the cow using the bucket to get milk.

Next, you'll need eggs, which spawn under chickens. You should be able to find chickens in the same general areas as cows.

Finally, you're going to need some wheat. First, find some tall grass and punch it until you get some seeds. Once you have your seeds, it's time to craft a hoe so you can harvest your wheat.

2 CRAFT A HOE

Ingredients
2 wooden sticks + 2 iron ingots

We've used iron here, but you can also make a hoe with wood planks, stone, gold, or diamond. Use the hoe on the ground to create farmland, then select the turf with your seeds to plant them. The wheat will take a while to grow — it will need light, and will grow faster if it is within a couple tiles of a water block.

Lastly, you'll need some sugar, which is crafted from sugar cane. You should be able to find sugar cane growing along most large rivers and lakes.

Once you have all the ingredients ready, it's off to the kitchen!

3 BAKE THE CAKE

Ingredients
3 buckets of milk + 2 sugar + 1 egg + 3 wheat

Behold! Cake! Each cake is good for 6 servings, which will restore one point of hunger. See! It isn't a lie!

WorldMags.net

ANIMAL GUIDE

Raising livestock for fun and profit

Animal breeding is a crucial skill in Minecraft thanks to all the resources it provides. Cows produce milk and leather, chickens produce eggs and feathers. And cows, chickens AND pigs *also* produce delicious, delicious meat.

HOW TO BE A FARMER

Breeding animals out in the open is difficult, so the first step for a successful breeding program is to build a ranch. With a little bit of planning and a whole lot of fences, you can set up a ranch that provides you with plenty of animals. Here's how:

Build your pen

1 Start with the classic animal pen by fencing off a square. Add a gate so you can walk in and out. A shallow pit (two blocks deep) can also keep animals inside. Don't forget a ladder so you can climb out and don't dig deep enough to hurt the animals when you push them in.

Find your herd

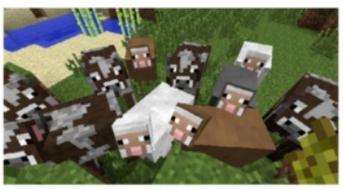
2 Find an animal in the wild. Sheep are the easiest — they love wheat and will follow you around when you're holding it. Lead your collected sheep back to your pen — slowly, since sheep are pretty stupid. Now go find another animal of the same species.

Feed the animals

3 With your wheat equipped, select each sheep to feed them. After their bellies are full, red hearts will start to float out of the sheep. That's a sign that they're feeling frisky. Now that they've been fed, the animals will lose interest in you. But that's okay: your job's done.

Baby animals

4 The sheep will snuggle for about two seconds before a big-headed lamb will appear. Wow, that was quick! All baby animals will be smaller version of their parents, except with comically large heads. If you hold food the babies will follow you around. Dawwww!



Grow your herd

5 Repeat the process. After about five minutes, you can breed the animals again. After about 20 minutes, the lamb will become an adult and be ready to breed itself. If you keep at it, you'll increase your herd exponentially. Don't forget to use your herd for food and resources!

WorldMags.net

ANIMAL PLANET

A quick-glance guide to Minecraft's main creatures

Sheep

Resources Wool
Eats Wheat
Found Everywhere

Cow

Resources Raw Steak, Leather, Milk
Eats Wheat
Found Everywhere

Chicken

Resources Raw Chicken, Feathers, Eggs
Eats Seeds
Found Everywhere

Pig

Resources Raw Pork, Transportation (if saddled)
Eats Carrots
Found Everywhere

Horse

Resources Leather, Transportation (if tamed and saddled)
Eats Golden Apple, Golden Carrot
Found Plains Biome

Wolf

Resources Protection (if tamed)
Eats Raw Meat
Found Jungle Biome

Ocelot

Resources Tame Cat (when fed)
Eats Raw Fish
Found Jungle Biome

Squid

Resources Ink Sac
Eats Plankton?
Found Lakes and Ocean Biomes

Mooshroom

Resources Mushrooms, Leather, Beef
Eats Wheat
Found Mushroom Biome

BELLY LAUGHS

Fun with Minecraft Animal Husbandry

Wheat may be perfect for sheep and cows, but it doesn't get the motor running for every animal. Chickens require seeds (grass seed or melon seed – either will do). Pigs, on the other hand, will respond to a nice carrot.

Horses, wolves and ocelots have to be tamed before they can breed. Wolves can be tamed by offering them a nice bone off a skeleton, then bred with any kind of meat. Horses can be tamed by offering them food or repeatedly trying to ride them, then equipping them with a saddle. After taming, horses will breed after you feed them golden apples or golden carrots.

Ocelots — being cats — are difficult. To tame an ocelot, sneak up to it with a raw fish in hand. If it decides to approach you, you can feed it the fish. It will usually take several fish to tame an ocelot, at which point it will turn into a housecat.

Once tamed, cats will breed after being fed a raw fish again. Cats have one-track minds, and that track is full of fish.

WorldMags.net

POTIONS GUIDE

Boil and bubble, have no trouble...

Brewing potions is one of the most useful advanced disciplines to learn in Minecraft. The recipes may seem simple, but most will require you to search the far-flung corners of the Overworld and the Nether, slaying and sidestepping dangerous creatures. Here's how:

SETTING UP

Make a brewing stand, a cauldron and a lot of glass bottles. Fill the cauldron with water, transfer that water over to three bottles and then pop them into the stand.

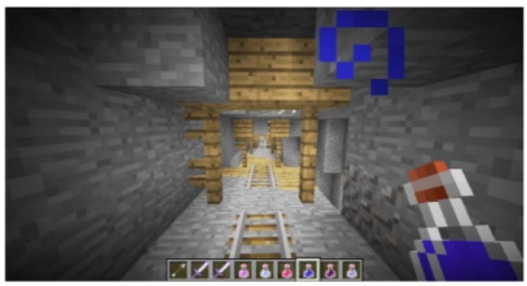
CONSERVING INGREDIENTS

Where possible, fill the stand with bottles. Potions aren't expensive, but when each ingredient distils into three bottles, it's silly to waste space. Stick a stack of sand in a furnace to ensure you have enough glass.

WARTS AND ALL

Nether Wart turns water bottles into Awkward Potions, the awkwardly named base for all the best effects. Bring back some Soul Sand too, as you can use it to plant a Nether Wart garden for an infinite supply.

WorldMags.net



FUNDAMENTAL ALCHEMY

For an instant healing potion, add a Glistering Melon — created by combining a slice of melon with a gold nugget. Drinking these concoctions will restore two hearts each, though there are more efficient ways of getting back into fighting shape if you're patient enough...

Swap out the Glistering Melon for a Ghast Tear, and you'll get a Potion of Regeneration that will heal you for one heart every two and a half seconds for 45 seconds. This is vastly superior for lengthy combat, as the net healing effect is over nine times that of a healing potion.

Getting those Ghast Tears is tough, and it'll take serious speed to harvest them without dying. A simple brew of sugar will create a Potion of Swiftness, increasing your speed, jumping power and field of vision for three minutes.

If you're just looking for more stopping power, brew up some Blaze Powder for a Potion of Strength, which more than doubles the power of every melee attack you make. You should be more than ready to take the fight to the deepest chasms.

But don't leave without a Potion of Night Vision, allowing you to raid the monsters where they live without hauling a metric ton of torches along. You can brew one using a golden carrot, which is made by crafting a normal carrot encircled by eight gold nuggets.

KICKING IT UP A NOTCH

Standard potions not doing it for you? Adding a third ingredient to a pre-brewed potion can give you an even more potent effect.

Weaponize any potion by adding a creeper's gunpowder as an ingredient. It will create a splash potion, which can be fired like any ranged weapon for area-of-effect of devastating debuffs or, if you're playing with friends, helpful group healing.

Give yourself some extra time to breathe by adding Redstone Dust to any potion with a limited duration, increasing the time for the effect to wear off.

Glowstone Dust, harvested from Glowstone found in the Nether, can amplify the potency of a potion, but it also reduces the duration. For example, adding Glowstone dust to a Potion of Regeneration will double the rate of regeneration it grants you, but also cuts the duration to 16 seconds.

Fermented Spider Eye, which is exactly what it sounds like, will reverse the effect of a potion in some way. Adding it to a Potion of Healing will create a Potion of Harming... which can be combined with gunpowder to make a damaging grenade. Adding it to a Potion of Night Vision will create a Potion of Invisibility.

WorldMags.net

MONSTERS GUIDE

How to co-exist. Or conquer!

Traversing the dark corners of Minecraft risks death at the blocky fists many nefarious beasts, and your most important weapon in the fight for survival is knowledge of what creatures might be lurking just around the next bend in the cave. And how to deal with them! Study this bestiary well...

Zombie

Health 10 **Exp** 5

ENCOUNTERED In low light: the overworld after sun down, poorly-lit structures, and caves. So, everywhere.

SPECIAL ABILITIES If a villager mob is killed by a zombie, it can rise as a hostile zombie villager. You will also occasionally run into zombies with weapons and armor.

WEAKNESSES Like all undead, zombies burn up in sunlight. They also move very slowly. An iron sword and armor should be more than enough, depending on whether or not the zombie has equipment of its own. Bows also work, as zombies have no ranged attack.

Blaze

Health 10 **Exp** 10

ENCOUNTERED Only in Nether Fortresses.

SPECIAL ABILITIES While not as tough as a ghast, they are much faster and smaller (making them harder to hit). They shoot non-explosive fire projectiles at you in quick, machine-gun-like bursts. Getting hit by these projectiles will, understandably, light you on fire.

WEAKNESSES Know that saying about "a snowball's chance in hell?" When you're fighting blazes, that chance is actually pretty good. Weaponized snow doesn't hurt as much as arrows, but can be fired much faster. And since you'll need to duck in and out of cover a lot to avoid the blaze's attacks, packing powder is a great technique.

WorldMags.net

Spider

Health 16 **Exp** 5

ENCOUNTERED Spiders only spawn in low-light areas, but can wander out into the sun without taking damage.

SPECIAL ABILITIES Spiders can climb up smooth walls and fit inside two-block-wide by one-block-high openings, which the player and other mobs can't. This is important to know when designing shelters. Spiders also have a lunging jump attack that can take you off guard.

WEAKNESSES Bows are a good way to deal with spiders, since engaging them close-up puts you in range of their jump attack. It's also possible to knock one off of a surface while it's climbing, and let the fall damage do the work. Spiders can also become non-hostile if exposed to direct sunlight.

VARIANTS A more dangerous version of this mob, the Cave Spider, only spawns deep underground. It's bluish in colour, small enough to fit through one-by-one openings, and its bite is highly poisonous. Bring milk (which can cure poisoning) if you think you might be spelunking in cramped, underground areas.

Skeleton

Health 10 **Exp** 5

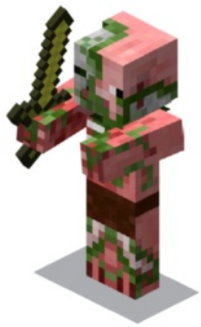
ENCOUNTERED Skeletons spawn in the same conditions as zombies.

SPECIAL ABILITIES Skeletons come equipped with a bow, allowing them to attack you from range with terrifying accuracy. You might also encounter one riding on the back of a spider. Beware the bone cavalry!

WEAKNESSES As undead creatures, skeletons burn up in sunlight. If death by solar radiation isn't an option, it's best to meet them on their own terms with either a bow or thrown potions, as getting close enough to attack with a sword and not being hit by arrows can be challenging.

VARIANTS A special type of skeleton called a Wither Skeleton only spawns in fortresses deep in the Nether dimension. They carry swords instead of bows, and their attacks can place a damaging curse on you.

Zombie Pigman



Health 10 **Exp** 5

ENCOUNTERED Zombie pigmen only spawn in the Nether dimension, and usually in groups.

SPECIAL ABILITIES ZPs come armed with a sword, and are the only undead mob that doesn't burn up in sunlight. Like wolves, attacking one of them will alert all of its nearby friends to come to its aid.

WEAKNESSES If you can't just avoid them, fighting zombie pigmen is almost the same as fighting zombies, but their attacks do much more damage. Before the battle starts, make sure you have a narrow place to retreat to so they can't all gang up on you from different angles.

Enderman

Health 20 **Exp** 5

ENCOUNTERED Endermen spawn in the same conditions as zombies – albeit rarely – and frequently in The End.

SPECIAL ABILITIES Endermen can pick up and move blocks, as well as teleport great distances in any direction. They can usually teleport away faster than you can strike at them, and will tend to appear behind you for a sneak counter-attack.

WEAKNESSES Endermen generally mind their own business and only attack if you attack first or if you look directly at them. Their biggest weakness is water. They will usually be killed if caught out in a rainstorm, and will retreat if the player hides in a lake or river. Their size means they can't follow you into a space less than three blocks high. If you're eager to look, wear a pumpkin on your head.

WorldMags.net

Creeper

Health 10 **Exp** 5

ENCOUNTERED Minecraft's most iconic mad bombers spawn in the same low-light conditions as zombies.

SPECIAL ABILITIES A creeper's special ability is also, sort of, a weakness. Its only means of attack is moving right up next to the player and blowing itself up. They can often catch you unaware, as they are completely silent until just before they detonate. Hssssss...

WEAKNESSES If a creeper never gets close enough to detonate, it's harmless. Ranged weapons are useful, but the best defense is being aware of your surroundings and making sure your bases are well-lit enough so they don't have anywhere to spawn.

Witch

Health 13 **Exp** 5

ENCOUNTERED Witches dwell in witch huts, which only appear in swamp biomes.

SPECIAL ABILITIES Witches make use of potions, allowing them to heal themselves while damaging and debuffing the player. They can also increase their own speed and become immune to fire.

WEAKNESSES Witches have no melee attack, and their potions have a much shorter range than a bow. Ranged combat is your best bet, and be sure to bring some helpful potions of your own (although offensive ones will not be effective).

Wolf

Health 8 **Exp** 1-3

ENCOUNTERED Wolves usually spawn in packs in forested areas, and can spawn at any time of day.

SPECIAL ABILITIES Wolves are very fast, and have a forward leap attack much like a spider. If one wolf in a group is angered, the rest of the pack will help it deal with the threat.

WEAKNESSES Wolves aren't hostile to players unless attacked. In fact, they can be tamed by feeding them bones, turning them into allies. Wild wolves will attack livestock unprovoked, however, and thus can be a danger if you are trying to raise cows, pigs, or sheep.

Slime

Health 16 (large), 4 (small), 1 (tiny)
Exp 4 (large), 2 (small), 1 (tiny)

ENCOUNTERED In swamp biomes and underground.

SPECIAL ABILITIES Slimes come in three sizes. Large slimes split into two medium slimes when destroyed, and medium slimes split into two small slimes. You also can't prevent from spawning by manipulating the environment.

WEAKNESSES Slimes will always follow the shortest path to the player, and they can drown, so lure them off a cliff or into a body of water. If you have to fight them the old-fashioned way, kill off smaller slimes before splitting up bigger ones or you might get overwhelmed. Small slimes deal no damage, but they can push you around.

Magma Cube

Health 16 (large), 4 (small), 1 (tiny)
Exp 4 (large), 2 (small), 1 (tiny)

ENCOUNTERED Mercifully, only in the Nether.

SPECIAL ABILITIES The magma cube is the slime from hell. They come in multiple sizes, like slimes, and the bigger ones split into two smaller ones when destroyed. To make it worse, they're also immune to fire.

WEAKNESSES None, really. Sniping with a bow from safely beyond their jumping range, or a custom-made bunker, is probably the best way to go. Follow our advice for slimes, picking off the smallest pieces first.

Ghast

Health 10 **Exp** 5

ENCOUNTERED Only in the Nether.

SPECIAL ABILITIES Ghasts are giant, flying ghost squids with a ton of health that shoot exploding fireballs at you. These not only deal damage, but can destroy the terrain around you.

WEAKNESSES Due to the terrain of the Nether, it's unlikely you'll ever get to attack one of these fiends up close, and using a bow requires you to put yourself in the line of fire for its attacks. Cover is useless, since Ghasts can just blow it up. Your best bet is speed: take a shot and then get out of the way before its explosive fireball lands. Use speed potions.

WorldMags.net

ENCHANTMENTS GUIDE

Harness ancient powers to create marginally stronger shovels

Enchanting is one of the final skills to master before you can call yourself a true Minecraft expert. Here's how:

POWER UP

The maximum level cost for enchantments is 30, but on its own the enchantment table can only perform Level 8 upgrades. To enhance it you need 15 bookshelves, positioned around the table.

LUCK OF THE DRAW

Drop a weapon or armour in an enchanting table and you'll be given three random options. Each enchantment costs levels, which are earned from XP orbs dropped when you kill a monster. Higher level enchantments cost more levels.

LEVEL CURVE

The higher your level, the more XP it takes to level up. So if you're level 40 and buy two level 20 enchantments, one of them has cost exponentially more XP than the other. To enchant efficiently, try taking something to the table every time you hit level 30.

BY YOUR POWERS COMBINED...

Unlike potion effects, you don't necessarily have to settle for just one enchant on an item. It's possible to get two by using an anvil. When two items of different types are placed on an anvil, combining them will create an item with both enchants. Not all combinations are allowed, however, and you will have to pay an experience cost to create the combined enchant.

EXAMPLE ENCHANTMENTS

Weapon enchantments are fairly straightforward, with many of them increasing damage per level against specific enemy types: Smite for undead, Bane of Arthropods for spiders, and Sharpness for a smaller, universal boost. You may also come across a Looting enchant, increasing the drop rate of rare materials such as Blaze Powder and Wither Skulls.

Tool enchants are some of the most useful in the game. Silk Touch allows you to harvest blocks that would normally be destroyed or broken down into components when demolished. Efficiency increases the speed with which you mine, chop or dig. Unbreaking can greatly extend the life of your tools, by reducing the chance that each strike will damage their durability.

ON THE BOOKS

It's also possible to store enchantments in books, to apply to an item later, trade to a friend or just for the satisfaction of carrying a bunch of enchanted books around like the boss wizard you are. You may also come across enchanted books in dungeon chests, strongholds and temples.

Librarians in NPC villages will also sell you enchanted books. That sounds more like a book store than a library, but it's hardly worth falling out with Mojang over,

WorldMags.net

KNOW YOUR BIOMES

You'll sometimes find mushrooms under certain tree canopies, vital for making mushroom soup.

WorldMags.net

WorldMags.net

Sometimes apples will fall from cut trees. They're great for relieving hunger if you can't find any livestock nearby.

FOREST

Filled with precious wood, vital for making tools and the workbench early in the game, forests are the best place to start out. Be careful though as they're often hilly and dark, with dangerous mobs spawning under the leafy branches. They're especially difficult to navigate at night as the trees can obscure your vision, so creepers become much harder to spot and can easily sneak up on you. BOOM!

Forest biomes are often small, so be sure to replant a tree every time you cut one down to ensure you don't exhaust your wood supplies.

WorldMags.net

WorldMags.net

WorldMags.net

GET ME OUT OF THIS MESS!

Don't panic, we were all beginners once. We've all been stuck in holes we can't get out of, or we've dunked ourselves into lava like a tea bag, with no obvious way to survive the ordeal. These things happen. In fact, these things are part and parcel of being a Minecraft player. Relax, and it'll all be okay...

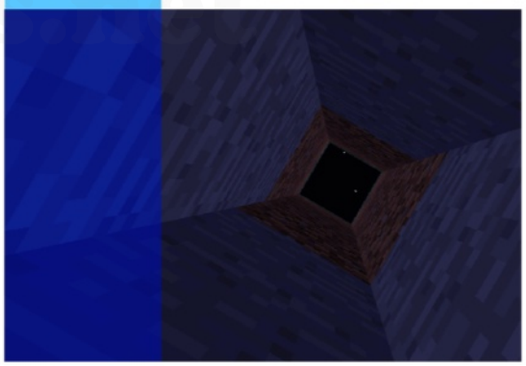
Only kidding. Of course it won't be! You need help, FAST, otherwise you're stuffed like a Christmas turkey. Luckily, you've come to the right place.

We weren't lying when we said we've been there before – we still wake up in a cold sweat remembering the time we were surrounded by creepers, for instance. But we've learned from our mistakes, and we're now equipped with the knowledge to help you out of Minecraft's stickiest situations. So if you're in a pickle, just read on for aid...

Wardrobings.net

HELP! I've run out of torches, what now?

Prevention is the best protection. Torches are one of the most important items you'll need for exploring to keep mobs at bay so it's vital to make as many as you can before going anywhere. At the very least, carry wood blocks with you. Then you can craft sticks. *Then*? Mine for coal to hastily construct some torches without the need for much inventory space. Can't find the materials? Villages spawn with torches, so just steal 'em.



HELP! I got lost outside in the dark and can't find my way home. How do I survive?

Don't worry, all you need to do is build a quick emergency shelter to keep you safe until morning. Simply dig 3 blocks down and jump in, then place a block above your head so nothing else can fall in with you. Then just wait it out until sunrise. Boring, but effective.

HELP! I need to get up high!

If you've no ladders to hand and simply want to get up high or out of a cave then there's always nerd poling. This involves jumping in the air and placing a dirt block directly below you. Keep doing this to build a precarious tower all the way to the top. Be sure to come back and get rid of it once your done, as it looks rubbish. A word of warning, though: if you're playing in a larger multiplayer server check the rules, as some disallow such eyesores.

WorldMags.net

HELP! I'm trapped in the Nether!

How did that happen? Let us guess, a Ghast blew up your Nether Portal? Well, hopefully you've prepared well before heading into the Nether in the first place. Before even setting foot into this hellish world you should ensure you have the necessary supplies should the worst happen. Bring a few blocks of Obsidian (10 minimum, but 14 to be comfortable) along with a flint and steel for reigniting the portal should it go out. Considering how dangerous the Nether is you might consider heavier armour, but we'd recommend limiting yourself to leather or iron gear at the most. That way, if you do get trapped and die, you won't lose *too* much. To prevent getting trapped in the first place, though, bring some cobblestone with you and surround your portal Nether-side as soon as you arrive.

If your Nether portal goes out and you don't have a flint and steel to hand then all is not lost! Those pesky Ghasts (that are probably responsible) may just be your ticket out of here. If you can coax a fireball from one of them into your obsidian gate (hopefully it's still in one piece) then you may be able to reignite the portal and escape with your life.

If that just sounds too dangerous, or there are no Ghasts nearby, then there are still a couple more risky techniques to try. If you have some wood in your inventory then lay down a trail of blocks from the obsidian gate to the nearest lava source. Alternatively build a lava puddle in front of your gate and place some wood inside the frame to catch fire. Having a bucket helps, but if the worst comes to pass you could always try to build a stream of lava from nearby, if there is any.

A final hope, though it requires high-end gear, would be to try and find a blaze and kill it for its rod. Then combine the Blaze Powder you get from that with a Ghast's Gunpowder and some coal to build a Fire Charge. To be honest, though, it's just as easy to throw yourself into the nearest lava puddle and spawn back in the overworld. But where's the fun in that?!

HELP! I've only got one heart left!

Uh-oh, that's quite the pinch you're in! You can refill your health with potions if you're able to craft them, but if not then be sure to eat something and make sure your hunger bar is full. Your health will start to restore itself naturally if your belly is filled. Be on the look for mobs while this is happening. Munch some grub then duck into an emergency shelter-hole until you're at full strength again. No food sources *at all*? *uncomfortable laughter*

WorldMags.net

WorldMags.net

HELP! A creeper blew up my house! Stop them!

There are several different ways to deter creepers from getting close enough to your home to do any damage: taming ocelots and getting them to sit outside your house to scare creepers away is our favourite.

Other quickfire tips: always dash from your door so that creepers don't get a chance to detonate nearby; create a fence and torch perimeter to make it harder for them to approach; add moats to your borders to dampen the creepers' explosive flesh; use a bow and arrow to kill them before they can get close (duh!); build your house out of obsidian, which is impervious to their attacks; and ifnally, build a basement with 'murder holes' one-block high at foot level. The creepers can't see you in these, so you can attack them without getting hurt. It's cheap, sure, but when it's your house that's at stake...

HELP! I'm the victim of a PvP griefer!

Ask yourself what you want from Minecraft. Do you want to build unhindered by, or perhaps in co-operation with, others? If so it's worth limiting those allowed to play within your world from the outset on consoles, or picking your online server very carefully on PC. If however you want to get sweet revenge on your griefer, well then perhaps it's time to learn the skills necessary to get your own back. Just promise you'll do impressions of Schwarzenegger in Predator while deploying them, alright?

(Just a note, we're talking about fair-play vanilla Minecraft PvP tactics, not the naughty game-breaking stuff that unsavoury types get up to.)

First off, here's a simple TNT trap. Slap a pressure plate atop a block, itself above a TNT block and, hey presto, you've got an explosive landmine, primed to go off when someone steps on it. These are best deployed in your opponents' home base, typically near the door so that they accidentally trigger it on entry.

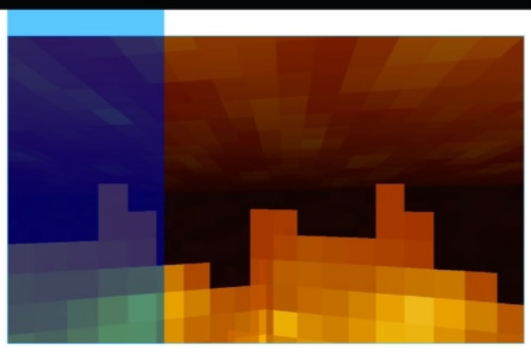
The trick to getting these traps to work is to hide those pressure plates. There are many complex ways to do this. Some favourites include baiting your foe with chests or decoy houses, or by placing fake mines to invoke a false sense of security in your foe.

If you're relying on a TNT trap to ensnare your foe, consider placing lines of underground TNT splaying out around your decoy house like spokes on a bike wheel. That way, even if the player tries to set off the trap and run away they'll be chased by a mega-explosion chain reaction. Toasty.

When it comes to protecting your own house, consider building a couple of decoy properties with bespoke traps. A stone-walled house with an iron door might seem easy pickings; a simple redstone lock not enough to keep people out. Place a block of sand directly above the door and some lava above this. When your wannabe burglar comes in they may try to destroy the door, and that lava will rain down.

WorldMags.net

WorldMags.net



HELP! I've fallen in lava and it hurts!

Of course, your first reaction will likely be rage, disappointment or outright panic, but there are some important steps to take should you tumble into the fiery drink. First of all, get the hell out! Death might be inevitable, but your entire inventory will spray out of your corpse and if that ends up in the lava too then it really is goodnight Vienna. If you're playing on the PC version tap F3 and then F2 quickly to take a screenshot of your co-ordinates. That way, when you respawn it'll be easier to find your gear again.

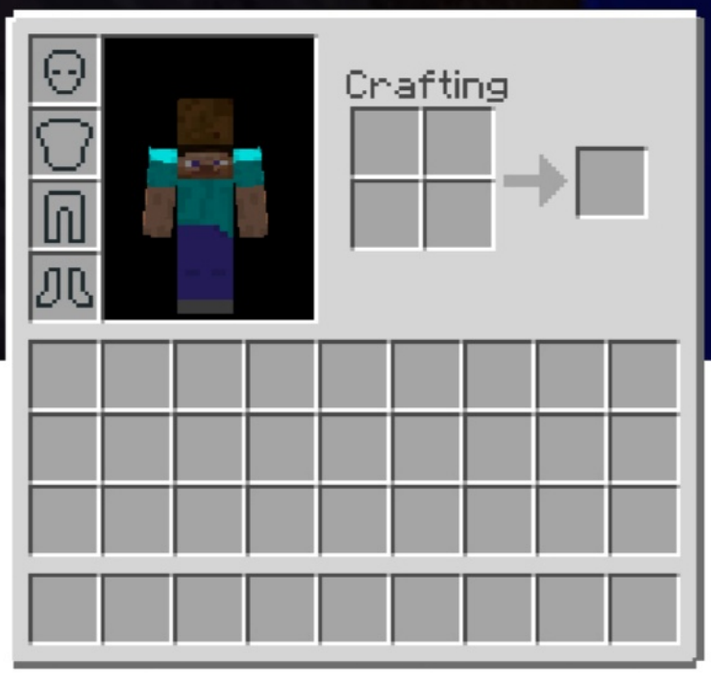
HELP! I heard an Enderman!

Don't look straight at it! It's fine to get a bead on an Enderman in your peripheral vision but if you look directly at it with your crosshairs then it becomes provoked and will actively attack you. These lanky mobs have an unnerving ability to teleport behind you, so if you do end up facing off, back into a corner and get ready for a fight. Slip a pumpkin on your bonce and it'll cover up your crosshair, enabling you to look at them to your heart's content. Do this when in The End, which is brimming with the blighters.

If you find yourself throwing down against an Enderman or two then know that they will chase you until either they are dead or they get distracted. They don't like water, rain or sunlight, so use these things to your advantage. Also worth noting is that they, weirdly, cannot see through transparent blocks such as glass or glass panes. If you see one knocking about outside your house it's probably worth gearing up and taking it down, however, as they will try and steal certain blocks and items. They are three blocks tall so having a two-block-high place of retreat is a good shout.

WorldMags.net

WorldMags.net



HELP! I died and lost absolutely everything!

It happens to everyone at some point or another. You're deep underground happily mining away and gathering up a tasty pile of diamonds, possibly kitted out with a high end armour set and top grade tools to boot. Out of nowhere comes a light hissing and a sudden progress-halting explosion. One respawn later and you're squeezing the rage out of your eyes between finger and thumb and staring at a barren inventory screen. You've lost everything...

But have you? Think about the hardened Minecrafters battling it out across one-death Ironman hardcore mode. It's not all that bad. Even by losing everything you'll have gained something: knowledge.

For a start you now know not to carry your best gear with you at all times.

To safeguard against similar events in the future, consider building yourself a series of underground outposts. You might want to consider a mine cart or Enderchest system to transport/teleport your gathered gear up to the surface. Be careful when doing this and be sure to transfer your items to more secure chests regularly; Enderchests are notoriously weak and can be destroyed fairly easily.

HELP! I slipped and fell into a ravine! How do I get myself out?

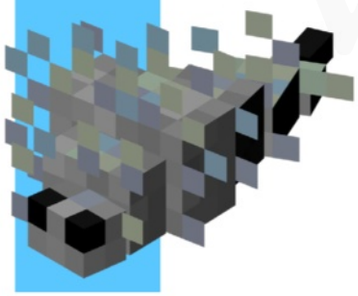
If you don't look where you're going it can be quite easy to miss these usually narrow crevices and plummet deep within. If you survive the fall then you'll have a tough time getting out again as the walls are usually sheer. There are two ways to get out. First: if you've got enough dirt blocks with you then simply jump up and place one beneath your feet and repeat the process until you've built a tower tall enough to reach the surface.

Second: you'll have to mine your way out. Using the cliffside as a reference, work at cutting in a staircase along its edge, steadily getting higher until you make it topside. Though this will take much longer it also leaves you with a handy way to get in and out again for future exploration.

HELP! My house is on fire!

Built a lava pool too close to home have we? Don't worry you can extinguish it by using water in buckets or by dropping sand or gravel on top of it. You'll have to rebuild, but next time make sure your surround fire sources with a non-flammable cobblestone perimeter of two blocks to every side.

WorldMags.net



HELP! I'm being assaulted by silverfish!

Right, so technically, you've only got yourself to blame, as silverfish don't spawn naturally and will only show up when you mindlessly mine through stone in a Stronghold biome. To spawn these swarming slitherers, you'll have accidentally broken a Monster Egg block. But to be fair these look almost identical to regular old stone or cobblestone. The best way to tell if you're about to mine a Monster Egg by mistake is to mentally gauge how long it's taking to break a given block. Monster Eggs take slightly longer to mine than standard stone or cobblestone.

Once you've spawned one of them be very careful. Attacking them directly, and not killing them with a single attack, will alert other silverfish in the area and you could end up in real trouble. A single silverfish can be killed in a single hit with a diamond sword.

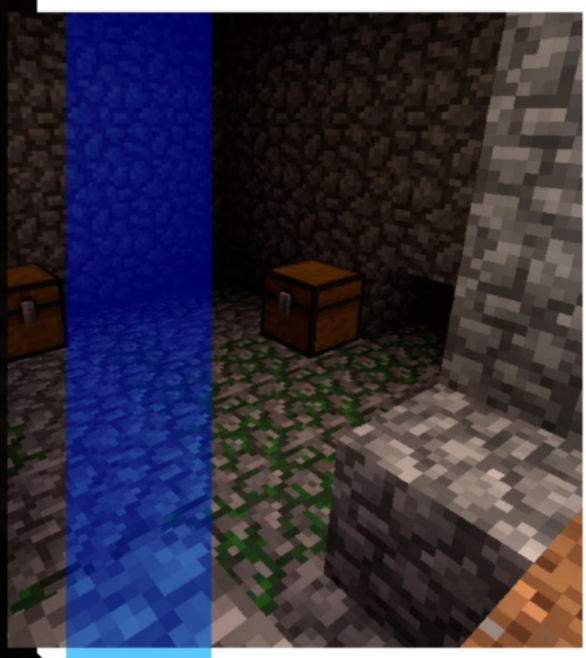
But what if you've already signalled your presence to a small silverfish army? Well, one tactic is to build a quick two-block-high pillar and stand atop that. The silverfish won't be able to reach you. If you have a bucket of lava, this can be a great way to indirectly damage them; taking them out without alerting even more of the blighters. Make a note of where you place the lava so that you can re-bucket it again safely.

Whatever you do, don't try to poison a silverfish with a splash potion. The ticking damage takes an age to kill them and this kind of attack is considered direct damage, so it will spawn its nearby mates.

HELP! I'm being accosted by creepers!

If you've got somewhere to run, do just that, as the key to fighting creepers is to give yourself enough space if they explode. If you manage to get out of reach they will stop, even in mid-explode animation, to chase after you again. Unable to run or stuck in a corner without the means to kill them quickly or knock them back with a bow and arrow? It may very well be the end. Sorry. On PC, remember to hit F3 and then F2 to quickly take a screenshot of your co-ordinates so you can gather up your gear again post-death.

HELP! I'm lost underground and don't know how to get out!



Don't worry. With so many randomly generated warrens for you to stumble across underground it's easy to get a bit too keen with the exploring and find yourself further away from home than you expected. Like with most Minecraft problems, it's always best to go in prepared: always carry wood, food and torches.

As you're descending for the first time be sure to place torches down ONLY on your right side as you move. That way you always know where you've come from and can easily follow them back up and out again – you'll only have to look out for the torches on your left.

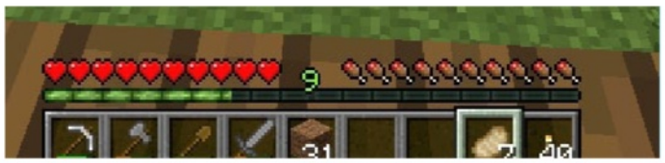
Unfortunately you don't always have the benefit of hindsight, so the only other way out is to mine your way steadily upwards. This is where wood comes in handy. It'll give you the planks you need to make a crafting table and the sticks you need to keep a steady supply of pickaxes and torches flowing. Pick a wall and work at building a 2x2 staircase upwards until you reach the surface. It'll be slow going, but you will get there and you can do this even if you don't have any tools or torches left, it'll just be much darker and slower.

You can also use the more risky method of mining directly upwards then jumping and filling the block beneath you with whatever material you've just dug up. While it's faster you may end up finding sand or gravel, which will immediately fall on top of you and crush you to death.

WorldMags.net

WorldMags.net

HELP! I'm dying of hunger! What do I do?



You need to get some food in your belly quick. Your health won't regenerate until your hunger bar is full again. Certain foods will regenerate more health than others: for instance, a raw pork chop will fill two hunger points while a cooked one (made by placing raw meat in a furnace) will fill four. With animals being quite easy to find, cooking their meat is the most efficient way to go. Just remember to kill them before attempting to cook...

More complicated items such as cake can be used multiple times to fend off hunger, but the process isn't always worth the pay off.

Don't have any food on you? Hack at the foliage on trees and an apple might drop, ready for you to gobble up. Can't find those? Then rotten flesh from zombies or spider eyes will get the job done, but will leave a bitter taste in your mouth and run the risk of poisoning you, doing more damage in the long run. Use as a last ditch attempt only.

HELP! Spiders keep appearing on the top of my house!

A common problem but with an easy fix. Spiders can climb up flat surfaces and will attempt to reach you by climbing on your roof and making that horrible screeching noise all night. To stop them getting up there you'll need to build a more elaborate roof. Build your shelter as normal, but give your house-topper a one-block 'lip' around the edge and taper it up to a point. The spiders won't be able to get over the lip on the building and harass you anymore. Easy.

WorldMags.net

HELP! I've eaten a pufferfish!

Real life Japanese sushi chefs need to obtain a licence before they can serve up these potentially deadly delicacies, so what made you think munching down on one you just yanked out of the water was a good idea? You'll now have three debuffs, which will leave you gasping with half a heart left within a minute. Wait it out in a safe location, potion-up if you have any to hand and next time use your fresh catch to tame an ocelot or brew a potion of water breathing. Pufferfish: not for eating!

HELP! I'm lost overground!

Remember you're trying to survive. Don't bother walking in uncertain directions during the night; instead, trust in the daylight hours and hunker down each sunset. It's a good idea to have a map on you at all times and to refer to it regularly, if only to reveal more of the land around you. Using a map and eight sheets of paper you can craft a bigger map with more of the land included: perfect for exploring beyond the borders. Also, try building coloured wool or clay pillars, topped with torches, for reference points.

HELP! Monsters keep spawning in my bed!

So you've finally tucked yourself in for the night after a hard day's mining, ready to drift off and have sweet blocky dreams. Unfortunately, monsters sometimes have other ideas and will wake you by repeatedly slamming their square fists into your sleepy face. Once they've spawned there's not much you can do aside from desperately swing at them until they vapourise, but there are ways to prevent it from happening in the first place.

Monsters spawn in dark places such as in caves or at night, so if they're doing it inside your house then it's far too dark to be considered safe and you'll have to start installing some light fixtures. Torches are your friends – make sure you place them in every corner inside, and if you have a particularly large room then be sure to build pillars in the centre to place your torches. That way the light completely fills the room. Don't forget to place them outside, too, as fewer monsters will spawn outside your doors.

Does the interior designer in you not like torches? Try making ceiling light out of glowstone or a wall made of jack-o-lanterns instead.

WorldMags.net

KNOW YOUR BIOMES

JUNGLE

Jungles are the lushest of all the Minecraft biomes and are home to imposingly tall trees draped with vines. You can climb them for adventures – or harvest them to decorate your own home. Rare flora such as cocoa pods and melons spawn here and you can also find ocelots that can be tamed and used to scare off creepers. In the PC version you'll also find jungle temples that contain a puzzle to open a secret loot-filled room.

Cocoa pods found here have three growth stages. The longer you leave them, the more beans they'll drop.

WorldMags.net

WorldMags.net

Climbing to the top of the trees provides some of the best vantage points in the game.

You'll need a raw fish to tame the ocelots and turn them into helpful house cats.

WorldMags.net

WorldMags.net

ADVANCED BUILDING TECHNIQUES

Mastered the basics? Then crack your creative knuckles and attempt some advanced Minecrafting with these must-try builds.

WorldMags.net

IMPROVE YOUR HOME WITH ITEM FRAMES

For the most part, item frames are purely decorative. Place one on a wall and you can display any item by placing it into the frame. It'll removes said item from your inventory, so it's not a great idea to plaster your house with pictures of diamonds unless you're rich.

But an item frame's usage extends beyond showing off. They're great for marking the contents of a chest or dispenser, or as a place to hang a functional, wall-mounted clock to let you know when it's safe to emerge from a mining session.

You can even rotate an item (by tapping the frame with right-click on PC). If you invite guests into your world, try creating signs by framing arrows and rotating them to point towards objects of interest in your universe.

MAKE THE MOST OUT OF DISPENSERS

Dispensers will dispense any item you place in them when activated by a button, lever or redstone circuit. In most cases, the dispenser drop its cargo as a collectible item. However, some items dispense 'activated' — arrows, spawn eggs, splash potions and enchanting bottles all work as if triggered by a player. The image above shows a health station — a dispenser that fires out a healing splash potion when the button is pressed. If you're feeling sneaky on a multiplayer server, you could fill a wall of dispensers with TNT and then use a pressure plate and redstone circuit to create an explosive trap.

BUILD FRIENDLY GOLEMS

Make snowmen! Out of, er... iron!

HEART OF IRON

You'll find no better ally to protect your lands than the mighty Iron Golem, constructed by placing a pumpkin atop a T-shaped configuration of iron blocks. Unlike most craftables in Minecraft, you actually do this in the world.

HEAVY METAL

Iron golems have a staggering 50 hearts — if anyone is being escorted here, it's you. Their attacks also do enough damage to kill many basic monsters in a single hit. On the downside, they move about as quickly as you would expect.

FRIENDS TO THE DOWNTRODDEN

Iron Golems can also naturally spawn in NPC villages of sufficient size. They will wander around town and make an effort to protect the otherwise defenceless villagers from attacking monsters. These golems won't follow you, though.

BUILT TO LAST

Iron Golems are completely immune to falling damage and drowning, further increasing their potential uses. They can still take damage from lava and fire, however, and can easily become stuck at the bottom of deep bodies of water.

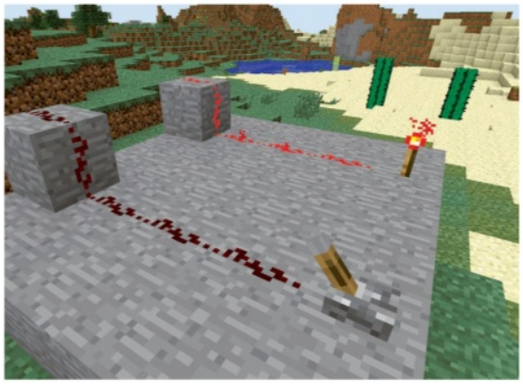
WorldMags.net

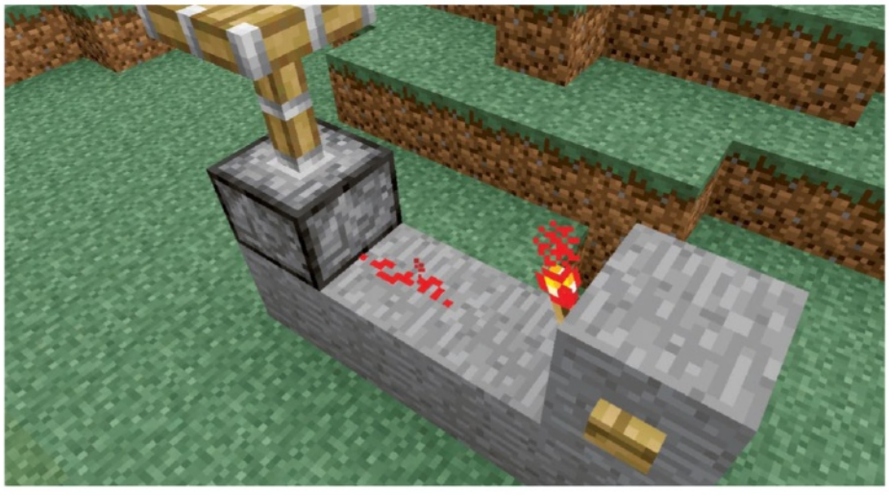
WorldMags.net

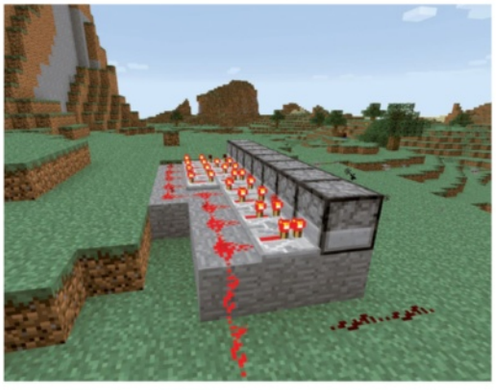
BUILD WITH REDSTONE

1 WIRES

Redstone is a powerful tool, and deceptively simple to use. The basic idea: the ore you mine underground can be placed directly onto rocks to create a wire. That wire can be powered with switches, or the always-on redstone torch, to carry a signal capable of activating doors, machinery and powered minecart rails. If this is your first attempt, don't go in with a grand design for some elegant automation. Just load up Creative mode, fill your inventory with items from the Redstone tab, then start connecting stuff on the ground and watching how it interacts. Experiment!







2 SWITCHES

Your basic switch types: buttons create short signal pulses; levers toggle signals on or off; and pressure plates create signals when you step on them. Switches also let you create logic circuits with redstone torches. For a simple 'NOT' gate, lead your wire to a torch and put a button on a block next to it. Press the button to deactivate the torch and disable the circuit.

3 REPEATER

A signal will only travel through 15 blocks of redstone wire before it runs out of power. For more involved projects, you'll need to boost that signal — placing repeaters at intervals along the wire to extend the circuit. Repeaters also let you time activations by delaying the signal that passes through them. You can use this to activate machines in a sequence.

Imagine a huge gauntlet of dispensers firing arrows in a line, activated by a pressure plate triggered by an unsuspecting player... Now go build it!

4 HIDING YOUR CIRCUIT

This is where things can become tricky. When it comes to not showing your circuit's workings, you have to expect some trial and error, as it's all too easy to accidentally break a circuit. While you're building cover, a good tip is to temporarily connect the circuit to a piston, then use a redstone torch to lock it into an active state. If you accidentally cut the connection, the circuit will deactivate and the loud, unmistakable sound of the piston contracting will warn you that something in the contraption is messed up.

WorldMags.net

GETTING THE MOST OUT OF PISTONS

Hidden uses uncovered

At their most basic, pistons push any block placed next to them when charged with a redstone signal. They come in two types: regular pistons just push, while sticky pistons also pull the attached block when the signal is deactivated. But there are quirks to the way they function. For starters, they won't push 'heavy' blocks such as obsidian and bedrock. Pistons also link, so stack two and both will activate when a signal is run through the top.

On their own, pistons aren't particularly useful. It's when they're combined with clever redstone circuits that they enable some amazing creations. For instance, you can easily create a hidden door with a 2x2 wall of sticky pistons — here's how:

Place some stone in front of the left side of your sticky piston wall, and another two sticky pistons — which we'll call your third piston column — on the right, facing the stone. Connect repeaters,and set them on a small delay. Then, place another repeater — this time with no delay — in the space where your third piston column will be pushed.

Connect it all up with one redstone wire, and hook it to a lever. When activated, the piston wall pushes both your stone and piston, which activates the third piston column, pushing the stone in another direction. Now just build a wall here, and when you deactivate the lever, the stone retracts, revealing your hidden door.

WorldMags.net

BOOST YOUR LEVEL WITH AN XP FARM

Properly utilized, XP farms allow you to easily boost 10 to 20 levels in one mammoth session of death and punching. The downside is, in Survival mode, even the simplest design requires careful planning to pull off.

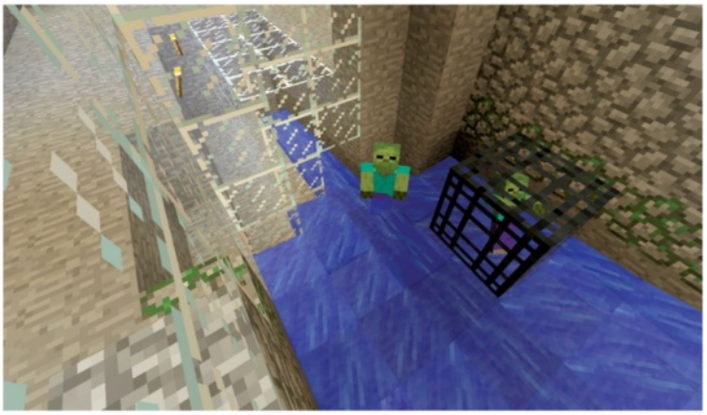
First, you'll need to find a dungeon — the mossy, underground rooms containing a chest and monster spawner. Disable the spawner by surrounding it with torches, then block off any surrounding cave passages to stop surprise attacks while you work. Clear the dungeon of any extra blocks and chests, then dig out the floor two blocks deep. Your goal is a completely empty room with the spawner suspended in the middle.

Now place water in each corner of the back wall. Depending on the size of the dungeon, the water should flood most of the floor. For any blocks not drenched, dig another level down—then remove the blocks diagonally from this dip, where the water is at its thinnest.

At this point, your floor should be entirely flooded. If you stand inside the dungeon, the water will push you towards the centre of the front wall. Keep mining along where the water is pushing you — creating a three-block-deep trench leading out of the dungeon. Keep going until the water stops. Where the water ends, create a 22-block-deep 1x1 pit. This is where the spawning mobs will fall down, allowing you to easily finish them off. Just be careful you don't fall into an existing cave or lava pool.

Once at the bottom, prepare your killing room. Dig out a small, well-lit area, just below your pit. You want to leave a one-block space at head height separating you from where the mobs drop. Now dig back up to your chamber, using ladders to give you an easy route up and down. Remove the torches from the dungeon, quickly seal up the walls and cover over the trench. You'll need to stay close to the dungeon — mob spawners only work when you're in a 16-block radius — but after a while, pop down to the killing floor and get to the punching.

If you plan it properly, you'll have an inexhaustible farm of experience at your disposal. How could you be so cruel?

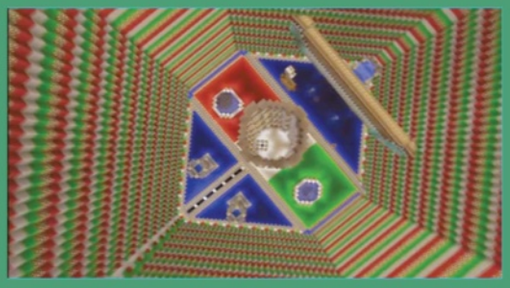


ADVANCED GAME MODES

The best new ways to play on PC

HUNGER GAMES

Players — or 'Tributes' — start in a circle around a cache of weapons and armor. When the countdown ends, it's a scramble to scavenge the best loot, then dash off into the wilderness to hunt and be hunted. See it in action: http://bit.ly/gmhunger



THE DROPPER

A series of huge and tricky chambers, the name of this multiplayer map tells you everything you need to know: you're at the top, the exit is right at the bottom, the only way down is to drop and dodge. Get it at: http://bit.ly/gmdropper

THE WALLS

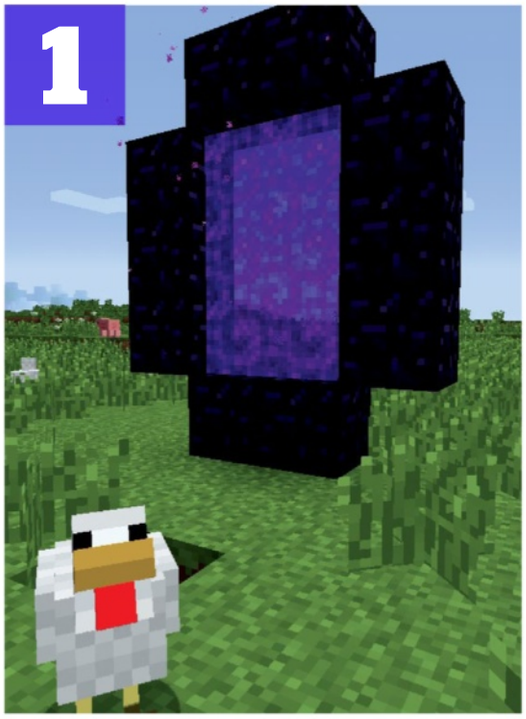
Another PvP map, The Walls sees four players each choose a chamber separated by sand walls. You get 15 minutes to mine and craft your way to the best survival gear, at which point the walls start tumbling. Find servers at: http://bit.ly/gmwalls

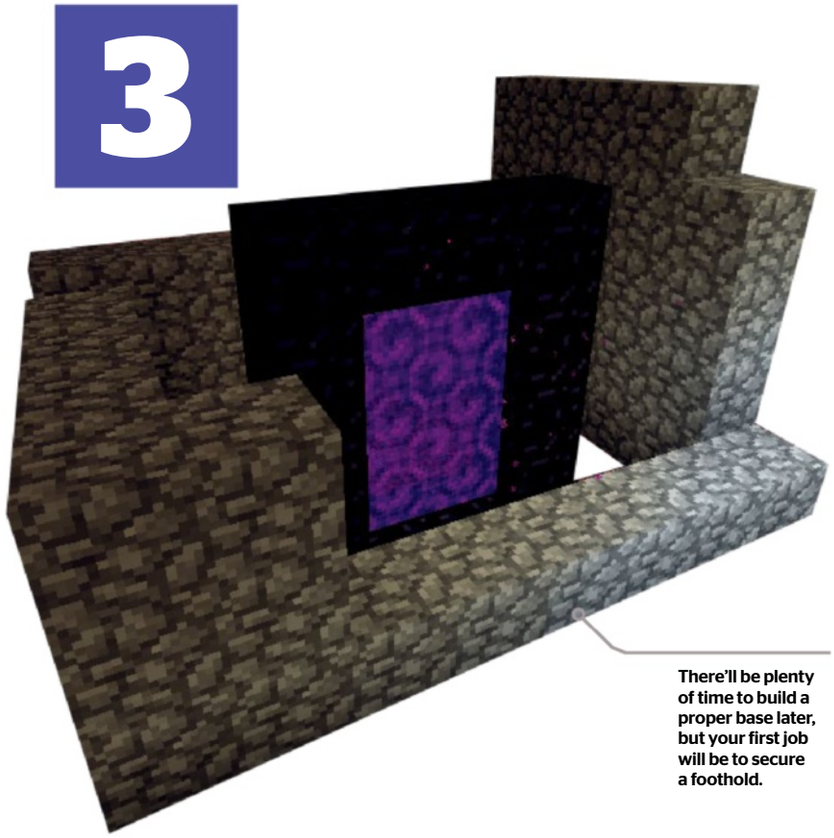
USE SPAWN EGGS TO CREATE GAUNTLETS

Spawn eggs are special eggs used for spawning mobs. Place them like any other block, (right-clicking your mouse over the highlighted area to create the desired animal on PC). They're only available in Creative mode, and keep in mind that monsters still won't spawn in peaceful difficulty. You can also place spawn eggs inside dispensers, which will spawn the relevant mob when activated. Just hook them up to a lever that also activates an iron door and you can create extra-hard gauntlets to run through with friends, Adventure Time-style.

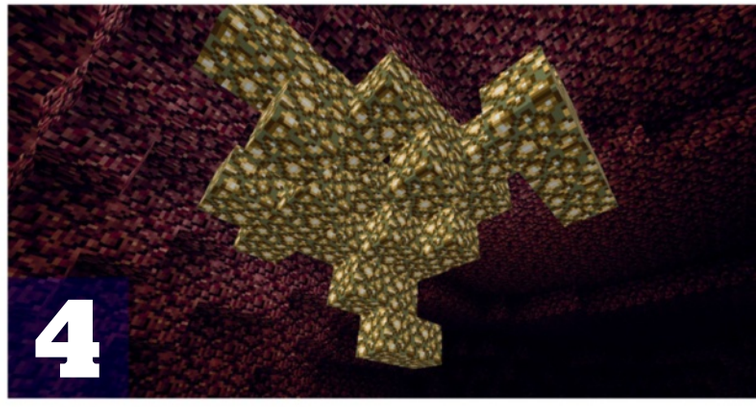
WorldMags.net

WorldMags.net





There'll be plenty of time to build a proper base later, but your first job will be to secure a foothold.



WorldMags.net

WorldMags.net

NETHER SURRENDER

Getting brick rolled? We're Nether gonna desert you! How to thrive in the Nether!

1 Before you even think about all the fiery doom that awaits you in Minecraft's very own hellscape, you'll need to gather the materials necessary to construct a Nether portal to get there.

You'll need at least ten Obsidian blocks to build a frame two blocks wide and three blocks high. If you're finding it difficult to gather the necessary amount of Obsidian, consider farming some of your own by pouring a bucket of water over a prepared pit of lava. You'll need a diamond pick to get at it, though. Once the frame is built set fire to one of the bottom two blocks by using a flint and steel and a glowing purple portal will open...

2 **...but hold on to your creepers you lava fiend, you! Before you delve block-deep into hell, make sure you're well stocked up with supplies. We're talking about food. Bread or cookies will do the trick. Bring loads of suitably blast-resistant building materials, such as cobblestone, too. Armour and tools are also a must, but leave rarer diamond gear at home.**

3 As soon as you get through prepare to defend your portal on the other side. This is your ticket out of here! It's a good idea to bring extra obsidian and a flint and steel just in case you need to build another portal to escape.

Protect the portal on the Nether side by building walls of cobblestone around it, leaving room to manoeuvre. Use a flame proof iron door to keep out mobs and ghastly fireballs.

4 **So you've made it into the Nether and you're surrounded on all sides by fire, lava, hostile mobs and grunting Pigmen. We'll get to the mobs in a bit, but for now you might be asking: why in Notch's name did I even come here?**

There are loads of materials that can only be found in the Nether. Glowstone Dust, used to boost potion effects when brewing, can be found here, as can Nether Quartz Ore, useful for Redstone circuitry. It's a good idea to gather some Soul Sand while you're here (it's the stuff that slows you down when you walk across it) as this can be used to farm Nether Wart. This can also be harvested in the Nether, and is used for cooking up Awkward Potions, important for starting out when attempting to craft higher grade potions.

5 Another reason to brave the Nether, though something you'll want to tackle once you're familiar with its fiery dangers, is that it allows for fast travel across the Overworld.

For every one block you travel in the Nether, you'll have moved eight blocks up above. Build a system of Nether portals and you'll be able to travel extreme distances across your map really quickly.

If you do need to build bridges over the huge lava pools, make sure they're covered and have walls/fences on either side. Mobs here have frightening knockback abilities...

6 Right, enough with the passive stuff. How can you not only survive, but thrive in the Nether, tackling any and all enemies in your path? *With caution.*

Zombie Pigmen are of little concern, as they're actually passive and won't attack unless provoked. Ghasts, the white ghostly dudes firing flame balls at you from afar, will likely be the most immediate threat. Bring a bow and arrow to take them out effectively, or batter their fireballs back at them with well-timed blocks.

Find a Nether Fortress and you'll have to deal with Blazes. Consider bringing some snowballs along, as these actually do decent damage to them.

Up against a Wither Skeleton? Good luck! These fast-moving mobs are tough, speedy and deal ridiculous damage. They're three blocks tall, though, so hastily building low corridors will enable you to block them off.

7 A final few words of warning. Many items that you may use regularly topside simply won't function as you might expect down here. Water from buckets (which would be useful considering how likely it is that you'll catch fire) will instantly evaporate into hissing steam. *Great.*

Maps, though still useful for general navigation, won't show the environment, only the constant texture of the Nether's ceiling. Also, your player marker will spin, making it harder to tell where you are. Whatever you do: don't place a bed! It'll just explode in your face.

WorldMags.net

ENDER GAME

WorldMags.net

DEFEAT THE ENDER DRAGON

The Ender Dragon is Minecraft's toughest test. Want to slay it? Then simply follow our ten-part guide...

1 BEFORE YOU GO

Once you reach The End, there's no going back until you've defeated the Ender Dragon. Before setting off, you'll need enchanted weapons and armour, strength and health potions, a stack of cheap building materials, and a *lot* of arrows.

2 FINDING THE STRONGHOLD

You need at least 12 Eyes of Ender — crafted with an Ender Pearl and Blaze Powder. Throw an Eye into the air and it'll float before hitting the floor: the direction it floats is the direction in which you'll need to travel to reach the Stronghold.

3 END PORTAL

Head to the Stronghold and search for the End Portal. You'll find it toward the bottom, suspended over a pool of lava and protected by a silverfish spawner. Pop your Ender Eyes into each slot of the portal and it'll activate. Jump in!

4 THE END

Take care when you first enter: you spawn on a small obsidian platform, under or beside the main End island. Carefully dig your way to the top, or build a platform across. The Ender Dragon *shouldn't* attack until you reach the surface.

5 DEALING WITH THE ENDERMEN

The End is teeming with endermen, and they're not above making a would-be dragonslayer's life worse. Pumpkin hats waste a valuable armour slot, so dump a water bucket on the ground near to a group to de-aggro them.

6 SOMEWHERE TO HIDE

You may find that your first scuffle with the End's draconian dictator doesn't go quite as planned. Before you go toe-to-claw, make sure you dig a nice safe area to fall back to with healing items and enough supplies to repair your gear.

7 HEALING CRYSTALS

Each main obsidian pillar contains an Ender Crystal. They're your first target. Their purple rays heal the Ender Dragon, so killing him while they're active is impossible. Luckily, they're fragile. A few well-aimed arrows should do it.

8 CAGED CRYSTALS

Two crystals are sneakily encased behind iron bars, stopping you from taking them out at range. That's where the building materials come in handy: jump-stack your way to the top of a pillar and you can easily knock down the barrier.

9 ACID ATTACK

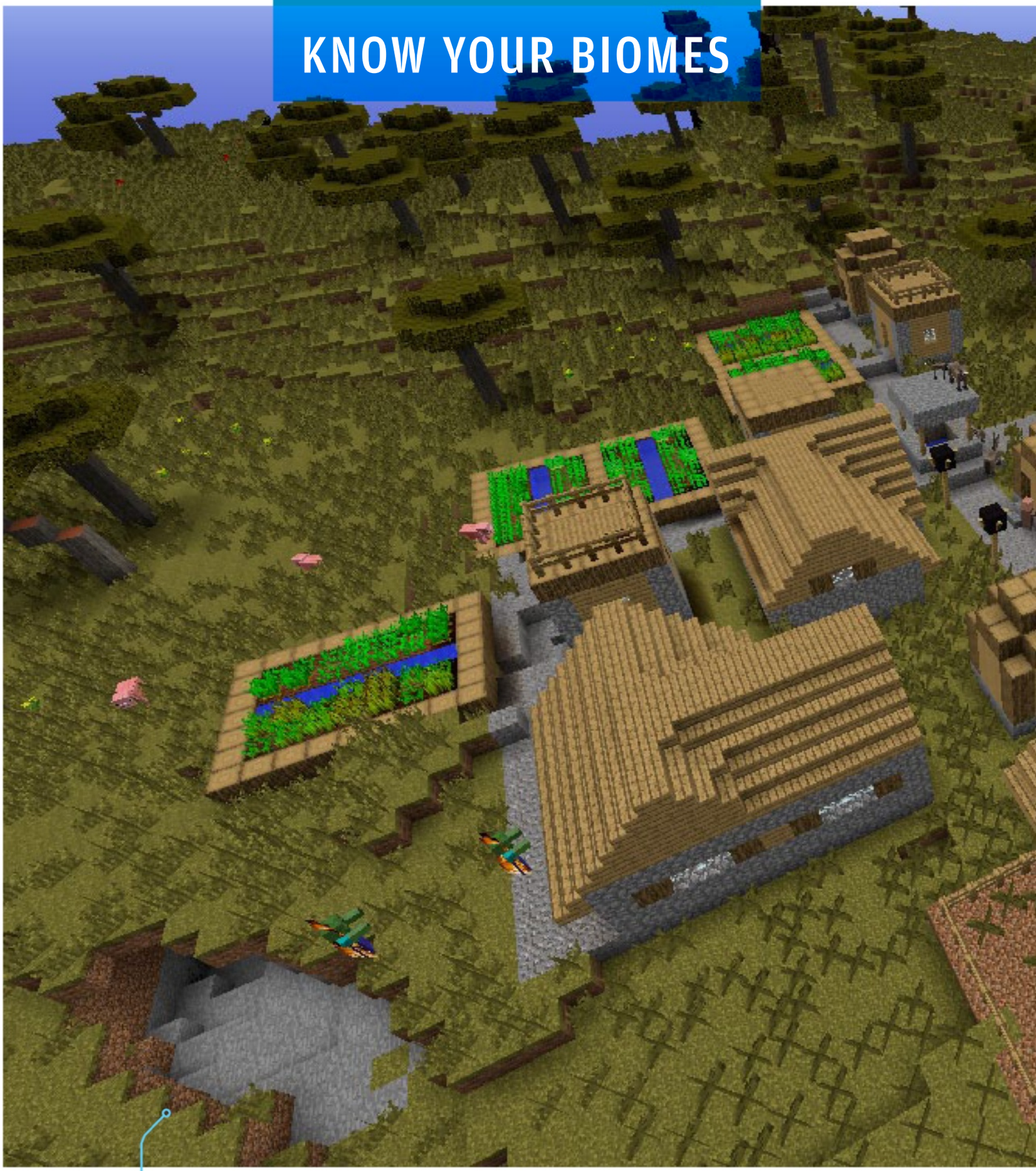
The Ender Dragon has two attacks. His long-range acid ball is easy to avoid and — if you're wearing enchanted armour — not too harmful. His second, an acid spray, is much more deadly. Keep moving and dodging to avoid this one at all costs.

10 FINISH HIM

After circling the pillars a few times, the Ender Dragon will stop and hover over the center of the island. Now's your chance to pelt him with arrows! After a few rounds of attacking and dodging, a purple explosion will signal your victory.

WorldMags.net

KNOW YOUR BIOMES



Need torches early in the game? Taking a couple from the buildings can help until you have the materials to make your own.

WorldMags.net

WorldMags.net

Check the blacksmithing house and you'll often find a chest filled with goodies (usually rare metals) for you to steal.

VILLAGE

With randomly created, fully-formed structures, villages are often the most exciting of the biomes to stumble into. They're inhabited by large-nosed villagers who happily go about their own business during the day. You can even trade with them in the PC version. However, zombies will frequently invade during the night and knock down doors to infect the natives, so you'll have to fight to protect them or destroy the zombie spawn point. Not quite Resi 4's village scene, but close enough...

Villages usually have ready-made wheat farms ripe for harvesting. You'll be able to make bread in no time.

WorldMags.net

WorldMags.net

HARDCORE MODE BEATEN

Minecraft's most intense play mode got you on the ropes? We'll help you survive — and thrive — with GM's essential tips and techniques

WorldMags.net

BEAT HARDCORE MODE

WorldMags.net

Hardcore mode is one of the most unforgiving challenges in all of gaming, let alone Minecraft, as it locks the difficulty to the highest setting and gives you just one life to live throughout. Any misstep or misjudged situation can mean hours and hours of lost progress, though on the flipside, securing victory through The End is an epic accomplishment (feel free to 3D print a trophy for yourself, you deserve it) that justifies the immense hardship preceding it.

Hardcore mode is definitely not a place to learn the ropes of Minecraft, though, and players are urged to log many, many hours in standard Survival mode first — and not just on Easy or Normal. That simply won't cut it.

Become a knowledgeable and resourceful player in Survival before attempting Hardcore and you'll have a dramatically better experience. But whatever your skill level may be coming into the mode, it never hurts to have a helping hand. Here are several invaluable tips for making the most of a Hardcore play attempt. Good luck!

WorldMags.net

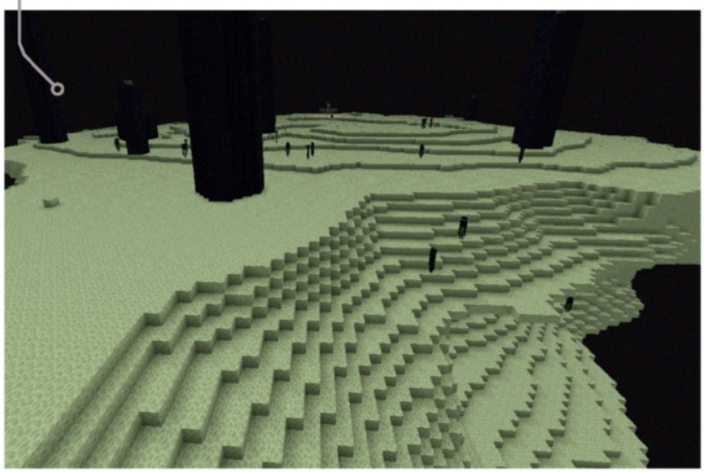
WorldMags.net

ALWAYS BE AWARE

Death comes swiftly in Hardcore mode, and unlike in Survival, there's no going back. Once you perish, your only option is to delete the world and start all over, which can be a very painful experience if you've logged hours bulking up your arsenal and building structures in the world.

As such, you can really never be too careful. Constantly scan your surroundings for enemies, whether you're wandering in the evening, or exploring caves. Creepers are the most imminent threat, as they'll sneak up from behind and detonate before you even see them. It's always advised to play with the sound on at some perceptible level so you can hear the scuttling of incoming mobs. Be careful where you walk and mine, too, as it's easy to stroll into danger.

It's The End! And if you get this far, it'll soon be the end of you, too. Kudos if you *do* get this far – it's not an easy thing to do.



DON'T JUMP THE GUN

Hardcore mode is extremely difficult, and for that reason, you might want to push yourself to 'complete' it — by entering The End and vanquishing its boss — as soon as humanly possible. Hold up, there! There's no reason to throw your life away so quickly.

There's a lot to do first — the punishing nature of the mode is exactly the reason why you should be as prepared as possible before making the leap. Constantly being on edge and keeping an eye out for mobs is gruelling (take a break and look away from the screen now and then – your eyes will thank you), but it's a lot more bearable than the beasts you'll face in The End, or even the Nether. They're more ready for you than you are for them.

You'll need to be incredibly well stocked up on gear before attempting that last segment, with both a bow and a diamond sword recommended, plus at least iron armour for the entire body. You'll also want various beneficial potions and higher-quality food such as steak or a golden apple or carrot.

Ultimately, you only have a single shot to pull this off, otherwise you'll lose potentially dozens of hours in the process.

There's a recurring mantra to playing Hardcore mode, and it's a familiar one: you're much better safe than sorry. There are times when you'll have to take risks to save your skin but for the most part it's best to play deliberately and take your time gearing up before facing down The End and the Ender Dragon.

Everything suggested in this guide is in service of that careful play style, so take it all to heart. Don't eat and you'll die young. Climb too high and you might fall too far. Forget your bucket of water and you might land too hard.

It's an arduous journey, but if you play smart and consider each action, it will hopefully end with both an amazing story and sense of accomplishment.

And if not you can always try again.

WorldMags.net

WorldMags.net

OPTIMIZE YOUR HOTBAR

Having cobblestone handy can create a quick safe zone in a pinch. It *will* save your life.

Things can get messy in a hurry in Hardcore mode, and whatever the situation, you'll want to be sure that you can react accordingly without flipping through menus. You will most assuredly die if you're not prepared at all times. As such, it's absolutely imperative that your is hotbar always filled with the most essential tools and items. When you have a moment of safe downtime, quickly run through your inventory and prioritize items you might need in a heartbeat.

You'll want your sword, tools such as axes and pickaxes, a stack of blocks for building (such as cobblestone) and plugging lava leaks, torches, food, and a water bucket handy. And since you're not coming back to life, there's no point in storing rare gear in a shelter. Carry your best stuff with you at all times, and make sure it's handy for any encounter.

Imagine how beautiful the sights must be from up there! No really, just imagine.

WATCH YOUR STEP!

See that towering cliff jutting several dozen blocks up from the surface level? As tempting as it is to climb up there and take in the pixelated sunset, or to start building a small fortress to survive the evenings or survey your domain, resist the urge. One misstep can lead to a deadly drop to a pixelated doom so, if you can help it, stay away from elevated locales. You don't need that high-rise home overseeing all the land, and it's not worth the risk of an accidental fall while you scamper from mobs in a hurry.

On that same note, when descending from a high point or rushing into a cave, be sure to take small steps to prevent steadily taking damage from mid-range falls. Also, don't sprint at all unless you're evading danger—it's more difficult to see hazards, and you'll deplete your hunger meter faster. Seriously. Stop it.

Finally, never dig straight down while mining. You might wind up in a pool of lava or surrounded by a mob!

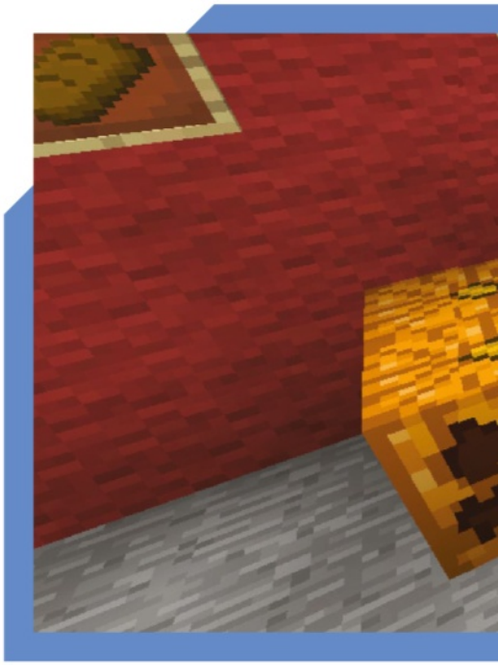
If you see some sweet resources straight below, carefully find a way to approach it from the side. Slow down and think before you dig or else you'll die in minutes.

WorldMags.net

WorldMags.net

Lava is not your friend, so always carry a water bucket.

Not only a deadly creeper, but one that's also on fire!



A WATER BUCKET?

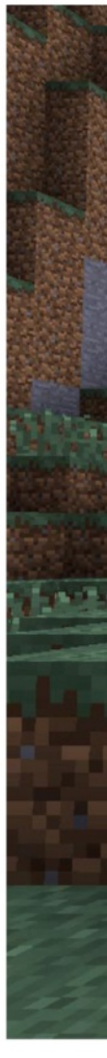
Yes, really. Craft at least one (preferably a few) by placing three iron ingots in a "U" shape on the lower rows of the crafting table interface and then fill it up with H2O from somewhere on the map. Keep this odd little tool handy in your hotbar, and if you have a mouse with extra buttons in reach, consider mapping it to one of those as well.

Why is the water bucket so essential? Simply put, it can provide a softer landing when faced with an accidental fall, kind of like a circus performer diving into a paddling pool. Plummeting to your death? Then whip out your trusty bucket of water and splash a block of water below – you'll have a better chance of seeing another day. Minecraft has a very special brand of logic, doesn't it?

Water is also handy should you suddenly encounter lava while mining, as you can harden the molten rock and save yourself a lot of potential trouble.

BE A PACKRAT

In Survival mode, you can afford to toss seemingly unnecessary items in most scenarios. That's not a luxury you can afford in Hardcore mode, however, as you never know when you might need an item – and when you might come across it again. Seriously, hold on to everything if you can, and use chests to store items that may come in handy down the line. One man's junk can be that same man's treasure under very different circumstances.



WorldMags.net

EAT AND REPLENISH

Keeping your hunger meter full is absolutely essential in Hardcore mode. With much more aggressive enemies on the prowl and only one life in total, you'll want the ability to regenerate health at all times. Letting your hunger build eliminates that option, and may ultimately lead to your untimely demise.

In the first couple of days, feel free to rely on meat accumulated from killing nearby livestock, but if you're making a serious Hardcore attempt, you'll need grub for the long haul. It's definitely in your best interest to take up farming of wheat and/or vegetables, or to fence in some livestock and get them to breed. Better yet, do both and use any excess veggies to help breed the animals. There's no such thing as too many supplies.

WorldMags.net

WorldMags.net

STAY UNDERGROUND

You'll probably spend a large chunk of time in Hardcore mode beneath the surface, hunting for diamonds and other rare minerals to significantly improve your gear. Not only is it a meaningful pursuit in that regard, but it's also smart to burrow somewhere deep and avoid the surface at night.

Find an intriguing spot to start digging, barricade the entrance behind you to protect your six and start pushing downwards, across, or wherever you see fit. So long as you're ready to deal with the odd foe or surprise lava puddle, you'll survive a lot longer underground than you will battling back the mobs. Leave yourself an opening in your barricade to see the outside world and check back every so often to find out when it's safe to emerge once more.

Want armour? Look out for supplies when you head underground.

It's nice out here, but always retire to your cave come nightfall.

WorldMags.net

TEAM UP

To borrow a phrase from the TV series Lost: "Live together, die alone." Look, you're probably going to die in Hardcore mode at some point, but you'll have a better chance of pushing that out into the future by playing online with friends. Pals can help you amass resources, watch your six while you're mining, and even add a bit of brute force when you're getting up close and personal with mobs in the moonlight. Maybe it's a badge of honour to play through strictly on your own, but we bet you'll trade honour for survival when the going gets tough.

PROTECT YOURSELF

Just as important as keeping yourself fed is making sure that you're well armoured throughout your Hardcore attempt. Leather armour can be created fairly quickly, but doesn't provide much lasting protection. Gold and chainmail armour offer a bit more shielding from attacks, though iron is probably your safest bet, as it delivers a great extra layer of protection while not being terribly difficult to cobble together. Diamond armour is the best in every category, especially durability, but those resources are scarce. Whatever you choose, be sure to replace busted armour as needed so you're not taking excess damage.

Another great way to keep yourself safe? Tame wolves by feeding them bones. They'll follow you around the world and assault any nearby attackers, making them like a secondary, roving form of armour. Plus, it's nice to have companions – Hardcore mode can be a very lonely place at times.

Wolves can be tamed and recruited with bones.

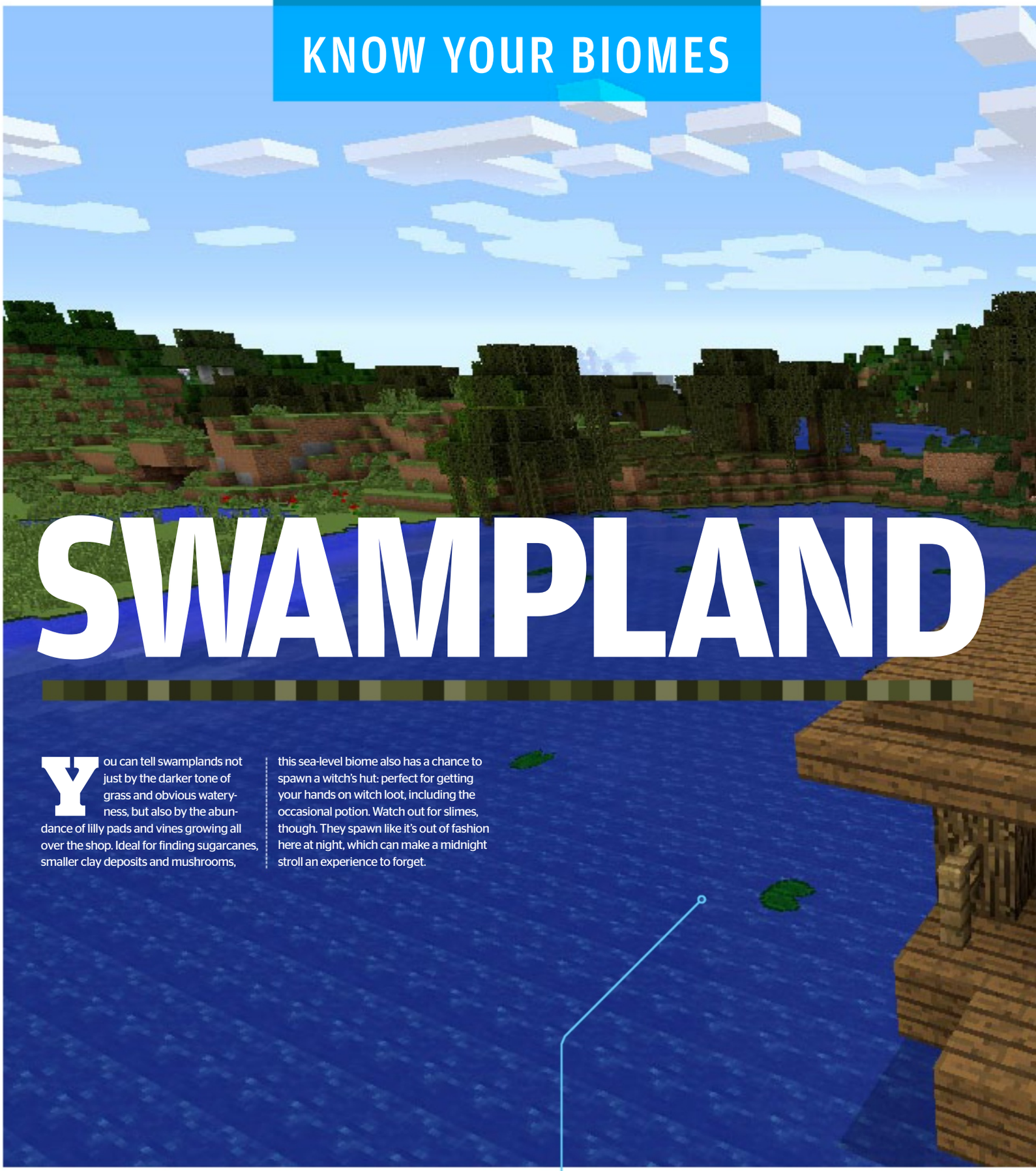
You'll need a crafting table and furnace to cobble together weapons and tools.

WorldMags.net

KNOW YOUR BIOMES

SWAMPLAND

You can tell swamplands not just by the darker tone of grass and obvious wateryness, but also by the abundance of lilly pads and vines growing all over the shop. Ideal for finding sugarcanes, smaller clay deposits and mushrooms, this sea-level biome also has a chance to spawn a witch's hut: perfect for getting your hands on witch loot, including the occasional potion. Watch out for slimes, though. They spawn like it's out of fashion here at night, which can make a midnight stroll an experience to forget.



If you're setting up a farm it might be worth gathering a few lilly pads first. They're great for crossing water surfaces quickly without having to build full bridges.

WorldMags.net

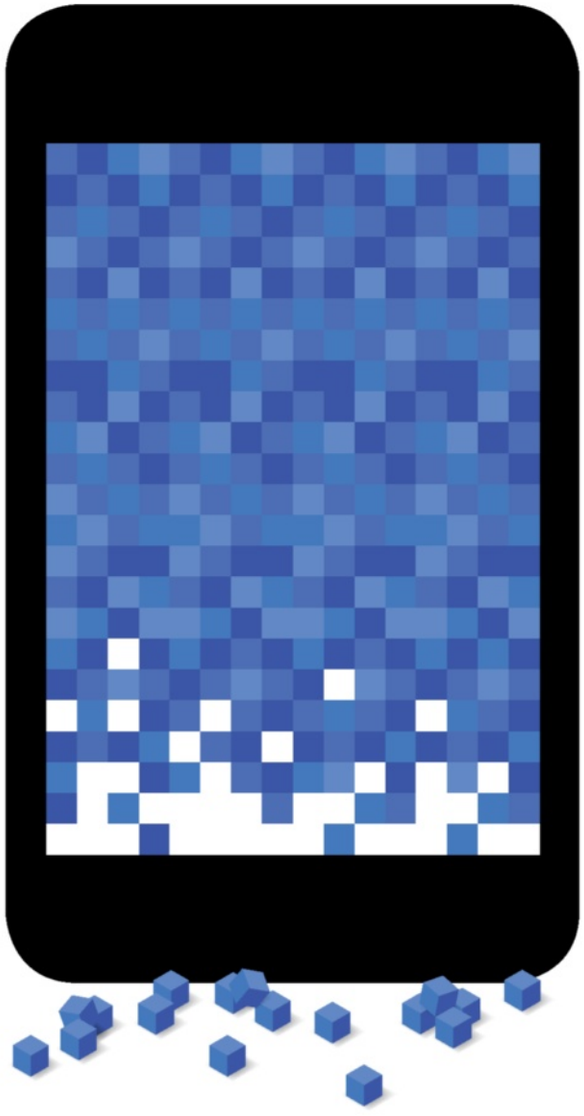
WorldMags.net

Full moon in the sky? Beware: slimes are even more likely to spawn and make your life a misery.

Slimes aren't all bad. Sure they can see through blocks and split into two more mobs on death, but grab some slimeballs from them and you can craft leads, magma creams and sticky pistons.

WorldMags.net

WorldMags.net



POCKET BLOCKS

Just what is Minecraft: Pocket Edition?

WorldMags.net

WorldMags.net

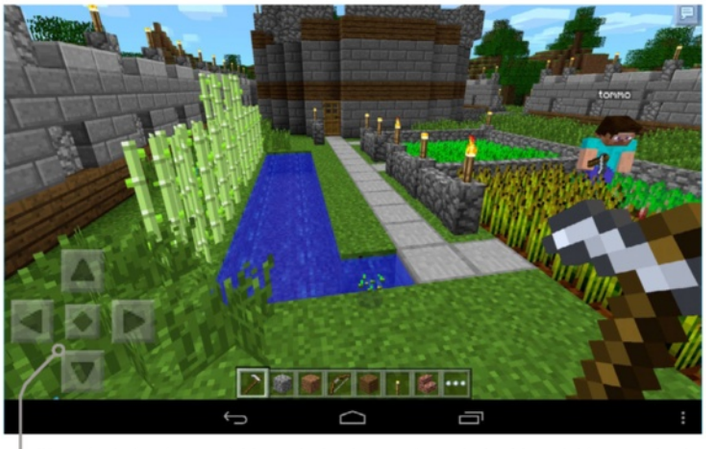
The thought of taking your Minecraft session with you wherever you roam in real life, of being able to whip out a tablet and get diggy with it on a lunch break, say, was simply too good for Mojang not to reach for. Unfortunately, and despite our Minecraft love there's no getting around this, Minecraft: Pocket Edition is simply not very good. Here's why...

Technical restraints are the first hurdle it stumbles over, with each created world only weighing in at around 256 x 256 blocks. From your initial spawn point it's possible to travel around the edge of the entire map within the first two or three minutes. Such small playgrounds limit the possibilities for exploration to the vertical plane. However, this smaller scale benefits the visuals, which shine on newer devices with a crispness that puts vanilla PC Minecraft to shame. Diddy device capacities mean there are only six biomes to stumble across: desert, tundra, forest, plains, ocean and extreme hills.

The introduction of mobs makes Survival Mode more fun and chaotic, but highlights how fudgy the controls really are.

"IT'S POSSIBLE TO TRAVEL AROUND THE EDGE OF THE MAP WITHIN THE FIRST TWO OR THREE MINUTES"

World size constraints aside, by far the most aggrieving problem with Minecraft: Pocket Edition is the severely restricting control system. Your HUD contains a virtual D-pad on the left hand side ,which is used to strafe and move back and forth. Your right thumb is used to look around by dragging across the screen. This thumb is also used to gather materials in the world, by tapping, to place materials in the world, by tapping, and to attack creatures and use tools in the world, by – you guessed it – tapping. Not only do you have the annoyance of your own appendage constantly obscuring your view of the world, but there's the endless frustration of mistaken actions. "No, no, no," you'll doubtless cry, "that tap was meant to attack the zombie trying to eat my face, not place a block behind it." *sigh*

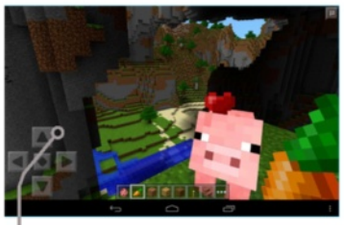


It's easier to forgive unwieldy controls when you've got a buddy watching your back. Even easier when you stab said buddy with your pickaxe and laugh.

JUMP TO IT

And then there's the jump button, located in the centre of the D-pad. You'll find that your avatar will attempt to automatically vault over single blocks, a sign that Mojang realises the frustration of having too many actions assigned to too few thumbs. A lot of the time, however, you'll attempt to jump over a block and instead slide along the side of it unhelpfully. Especially irksome when mobs are on your tail.

Hostile creatures were introduced fairly recently, along with day/night cycles, redstone dust and working mine carts. Their inclusion revealed more signs that perhaps Minecraft simply doesn't belong on touchscreen devices, no matter how much we wish it wasn't so. Skeletons, you'll notice, have been nerfed to make them less accurate. A necessary step when it's hard enough to move around the world as it is, without Boney McArrowGits firing wooden shafts into your rear. Too many compromises render the Pocket Version – in its current guise – a poor substitute.



Though there's no hunger bar, just like in pre-release PC Minecraft alpha, you'll need grub to keep your health bar full and death at stomach's length.

See that netherrack in the background? Turn over the page to find out how to spawn some of your own...

WorldMags.net

WorldMags.net

Sometimes you just want to watch the world burn...

GETTING THERE

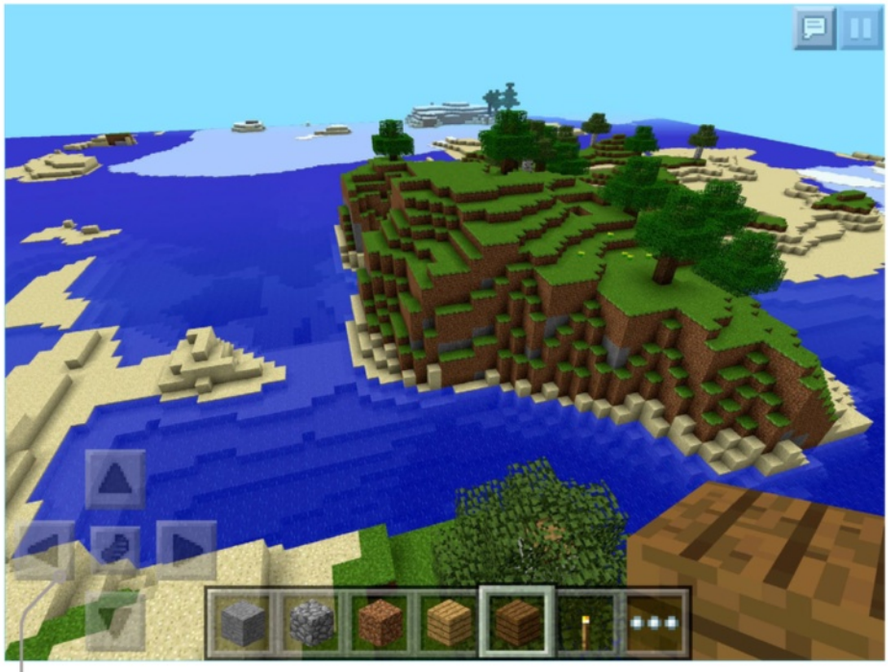
What is Minecraft, though, without crafting? Rather than using the traditional 2x2 or 3x3 grids as templates to craft your gear, M: PE uses a system called MATTIS (which stands for Minecraft Advanced Touch Technology Interface System). Open up your crafting menu and you'll find lists of items and the ingredients required to make them. It's just a case of tapping to build, eliminating the need for stack management, which would be unwieldy in touchscreen form.

If you're utterly put off by how disparaging (we'd say *honest*) we've been about M: PE, then remember: there's hope.

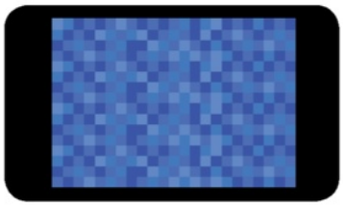
You only have to take a glance down the hefty update lists on the App Store page or on the Google Play entry to see how much work is going on to the game's ills. In fact, the Pocket Edition has already improved siginificantly since its first iteration. On launch, the Xperia Play version of the game had no mobs, no crafting and no Survival Mode at all. There was only the eerie emptiness of dirt, sand and ocean to spend your time in...

"MULTIPLAYER ON MOBILES IS A THING: YOU CAN PLAY WITH UP TO TEN FRIENDS"

Most importantly, multiplayer Minecraft on mobiles is a thing. You can play with up to ten friends on a server, and when you do get together it's much easier to forgive M: PE for its shortcomings. With Apple-endorsed controllers just around the corner, who knows what Mojang might be able to pull off in the near future?



Heading into Creative Mode and flying up into the sky will drive home how pinned-back Pocket Edition really is. You can see the extreme edges of the map on all sides.



BEETROOT

This foodstuff can be planted and farmed in similar fashion to wheat or potatoes, and when harvested drops seeds ready for fresh planting. You can eat them as you find them, but to really benefit from their regenerative properties, you're better off wanging four into a bowl and cooking up some tasty beetroot soup. They can also be used to craft rose dye for your painterly needs.

Similar to wheat with cows, beetroots are handy when breeding and farming pigs. Hold a beetroot in your hand and nearby oinkers will follow you.

WorldMags.net

WorldMags.net

ONLY IN YOUR POCKET!

Think you know everything about Minecraft? Check out these Pocket Edition exclusives...

STONECUTTER

In Minecraft: Pocket Edition the crafting menus could easily have become too unwieldy to use effectively, so Mojang had to cut down on the amount of items linked to the crafting table. Enter stage left the stonecutter. Essentially, this grey block is a crafting table specifically intended for crafting stone-related items. Sandstone, stone bricks and blocks of quartz are made using this blighter. These items no longer reside in the crafting table menus, making a stonecutter an essential bit of kit for Pocket Minecraftians.

Notably, you won't be able to craft mossy cobblestone, which can only be found in Creative Mode, anyway. You also won't be able to craft some types of stone it's necessary to find and gather yourself, such as cobblestone. As for regular old stone, you'll still need a furnace when it comes to smelting. To build a stonecutter, you'll need four blocks of cobblestone, so be prepared to build a pickaxe via a crafting table first.

NETHER REACTOR

There is no nether in Minecraft: Pocket Edition, but those of you who have dabbled in Creative Mode will have noticed some very nethery items hanging about. That's because there is a way to generate these items in Survival Mode, though it takes some effort.

To start off you'll need to build a nether reactor core. Do this by gathering iron ore and smelting them into ingots. You'll need six in total. The harder part is gathering three diamonds to go with it. Moosh these things together at a crafting table and you'll get your core.

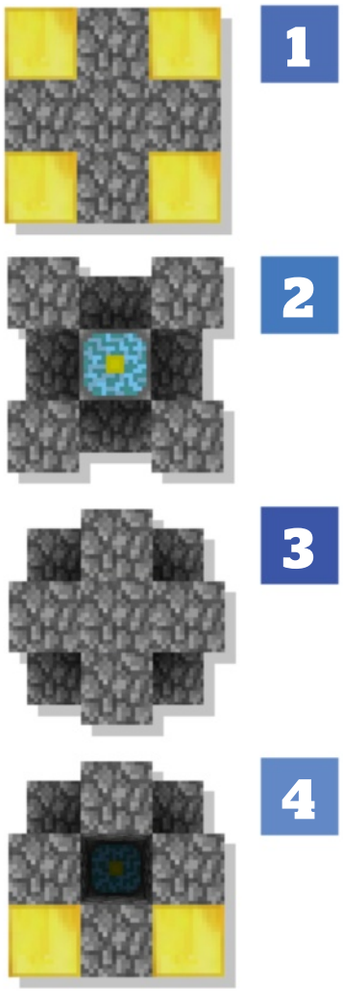
Put this to one side for now and start gathering the other items you'll need to power the core, specifically 14 cobblestone (easy) and four gold blocks (not so). Gold blocks are made up of nine gold ingots apiece, so prepare to do some depth-delving to gather the 36 total necessary gold ore for smelting.

Right, that's all the bits and bobs you'll need: now to lay them out. The nether reactor you're about to build is essentially a cube, the bottom layer of which is a 3x3 square flat on the ground, made up of a cobblestone cross and with your four gold blocks in the corners. The next layer goes on top of that, with the nether reactor core slap bang in the middle and four cobblestone blocks surrounding it in each of the corners. The top layer is a cobblestone cross. Take a look at these pictures if you get stuck.

Once built, give your newly built nether reactor a tap and Steve's your uncle' you've got a room made up of netherrack. It goes without saying, but be sure to place the reactor far enough away from your base so that it doesn't destroy anything important when it spawns the nether room.

The nether reactor lasts less than a minute, so be sure to explore the room fully and gather all the items it spawns. Plenty of these, such as melon seeds and glowstone, can only be found here in Survival Mode. You'll also find glowing obsidian, but don't get too excited: it's really just normal obsidian, yielding the standard stuff when mined with a pickaxe despite its glow.

Unfortunately zombie pigmen will also spawn, and unlike other editions of Minecraft, here they're hostile, so when you empty your inventory for item-gathering needs keep a sword handy. Once the nether reactor deactivates, you'll find the used nether reactor core intact in the middle of a 3x3x3 block of obsidian. Don't forget it!



WorldMags.net

KNOW YOUR BIOMES

ICE PLAINS

It never rains, it pou... actually, it never rains but *snows* in this biome. We're not fans, if we're honest...

WorldMags.net

WorldMags.net

ICE PLAINS

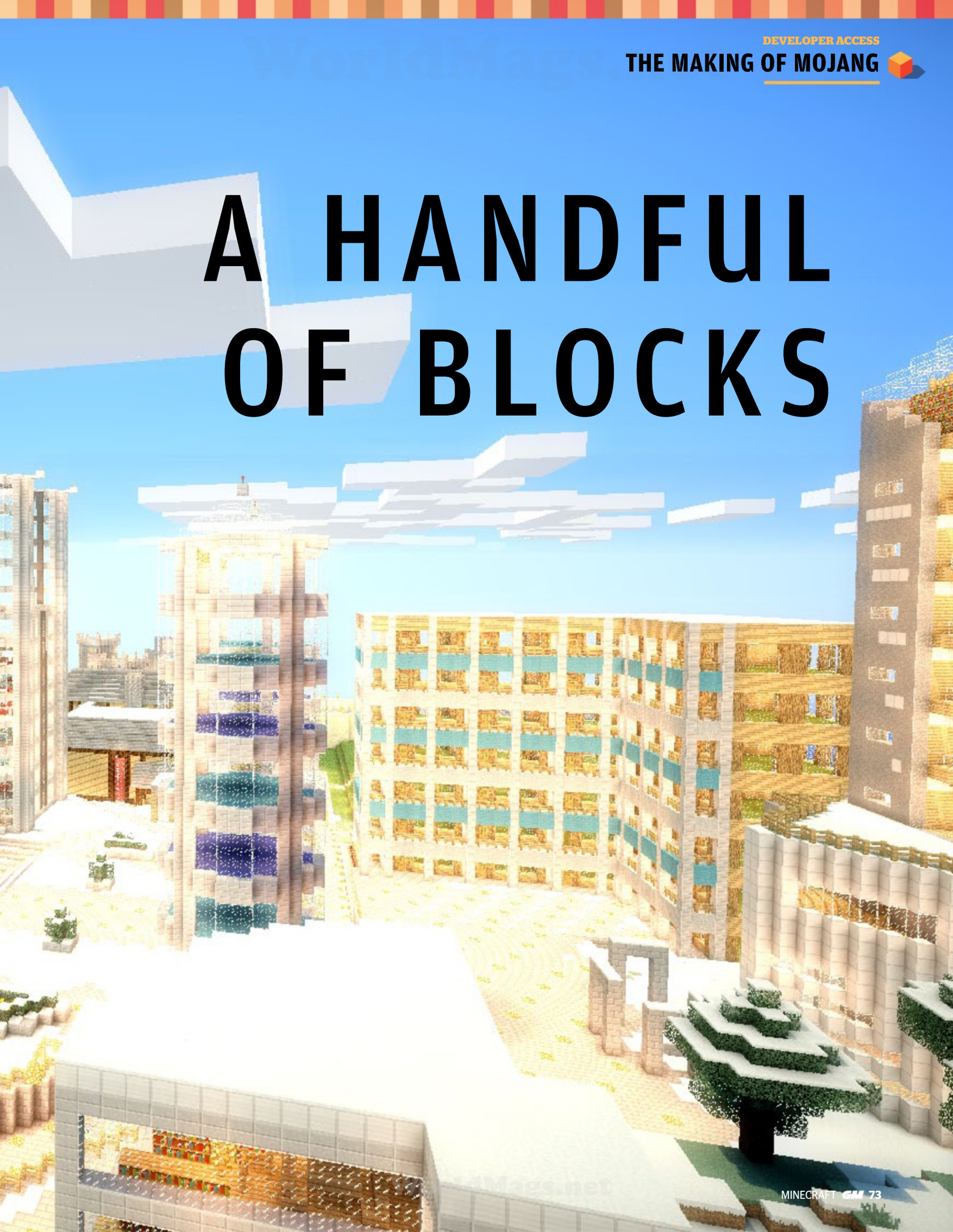
You'll need a silk touch enchantment to harvest packed ice, and, to be honest, its use is fairly limited outside of building materials. It won't melt in sunlight, however.

You can get snow on hilltops and in colder regions in general, but you'll know a true tundra when you see it. Large, flat and near empty of wood and life, staying alive may be quite a challenge. Oddly beautiful spikes of packed ice can form here, though these are incredibly rare. Water sources, such as rivers and sea fronts, will also freeze over here.

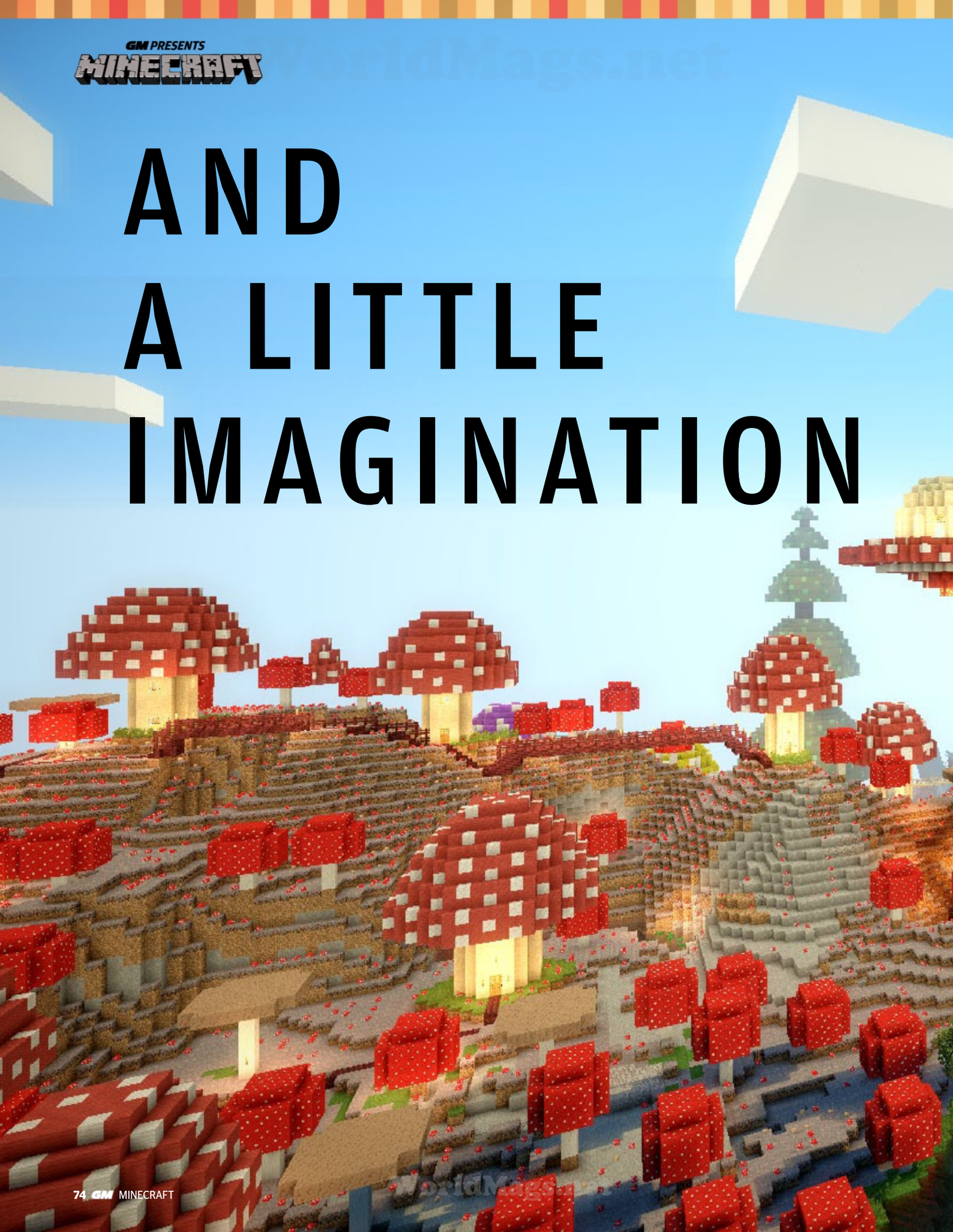
If you do need to cross an ice plains biome, even if just for exploratory purposes, it's worth setting up bases as you go and taking food with you. There's little to be found here and these biomes are usually fairly expansive.

WorldMags.net

A HANDFUL OF BLOCKS



AND A LITTLE IMAGINATION



WorldMags.net

WorldMags.net

RESHAPED GAMING FOREVER

WorldMags.net

WorldMags.net

BUILDING A BLOCK BUSTER

The epic story of how Minecraft, Mojang and Markus Persson changed gaming as we know it.

"I think I was already ***** rich by the time I realised, 'I'm gonna be ******* rich.'" That's how quickly it all happened for Markus 'Notch' Persson.**

He'd made a game called Minecraft – you may have heard of it. It did rather well. Is doing, actually: over three and a half years after the alpha version went on sale, Notch's studio, Mojang, is still selling 43,420 copies every day, and that number continues to climb ever-upwards as the game is released on more and more platforms.

You'd be forgiven for thinking Notch was one lucky nerd. But unlike the stories of instant, frictionless wealth that are so popular in these recessionary times, luck plays the smaller part in the story of Minecraft's meteoric rise. He's more than a geek who stumbled into the zeitgeist and came away with a multi-million selling game. And Minecraft is now more than Notch. In fact, it's now more than a game.

It's at least two. One is a procedurally generated sandbox that can be sculpted at the players' whim, enabling the cooperative construction of everything from architectural wonders to computing devices. The other takes that malleable world as its setting and imposes an RPG

WorldMags.net

WorldMags.net

on top, forcing the player to scavenge for resources, craft tools to modify the landscape and fend off nefarious creatures.

Yet Minecraft is more even than this. Much of what it is exists outside the game Mojang have made: it's a generously adapted platform for player creativity, spawning countless videos, maps, mods, spin-offs and clones. It's a global community that meets online, in classrooms, activity centres, convention halls and, in the case of MineCon 2012, a themepark. It's even an educational tool and an unusual conduit for urban regeneration projects.

THE PROMISED LAND

Notch has not achieved all this by himself, as the power of his celebrity sometimes seems to suggest (Urban Dictionary defines 'Notch' as another word for Jesus). But if his status as the king of indie, amplified by his vocal and occasionally pugilistic presence on Twitter, has somewhat eclipsed the efforts of those around him, neither was Notch simply in the right place at the right time. He was also exactly the right guy: a talented, self-motivated programmer whose avid taste for games crisscrossed a Venn diagram of instant gratification, hardcore toil and DIY construction. At the centre of which, Minecraft squarely rests.

In fact, to hear of his early encounters with games makes Minecraft sound a little like destiny. His childhood furnished him with a Commodore 128, a glut of pirated games, and an ever-curious, dilettante father.

"My dad was one of those really nerdy people," says Notch as we squeak back into the plush leather seats of Mojang's boardroom – which, like the rest of the Stockholm-based studio, is part gentleman's club, part supergeek playpen.

"He's the kind of person who just has new hobbies all the time. Like: 'Oh, I'm going to start building my own fishing rods.' He did that for a couple of years. And: 'I'm going to learn computers,' – and he builds his own modem."

Perhaps, in some other universe, Notch is a fly-fishing champion. In this one, however, his diet of gaming segued quickly into a desire to create.

"I enjoyed Shoot 'Em Up Construction Kit," he recalls. "I couldn't really make anything in it, but I used to like the sprite editor, doing animations that I didn't even put in the game. I just animated weird stuff and played it back."

Code samples in a Swedish computing magazine made Notch aware of more expansive possibilities. He and his sister copied this cryptic language into the Commodore to create rudimentary games.

"I figured out that if I made typos, it did something else," he says. "That's kind of how I learned programming. My big dream was always being able to make Doom. I was so impressed at the leap from Wolfenstein to Doom, both in game design and technology. I was just totally blown away – well, everyone was. Are we allowed to do this? Can games be this interesting? I guess I had real, actual dreams about making something like Doom."

Though Notch's entries to code-jams often dabble with 2.5D engines of Doom's ilk, the releases he's most commonly associated with could not be considered action games. Instead, they're complex, sprawling systems, in which players are encouraged to invest hours upon hours of digital graft. In the case of Wurm Online, a game he co-developed with Rolf Jansson, the result was a world of dizzying richness, entirely created by a self-organising society of players.

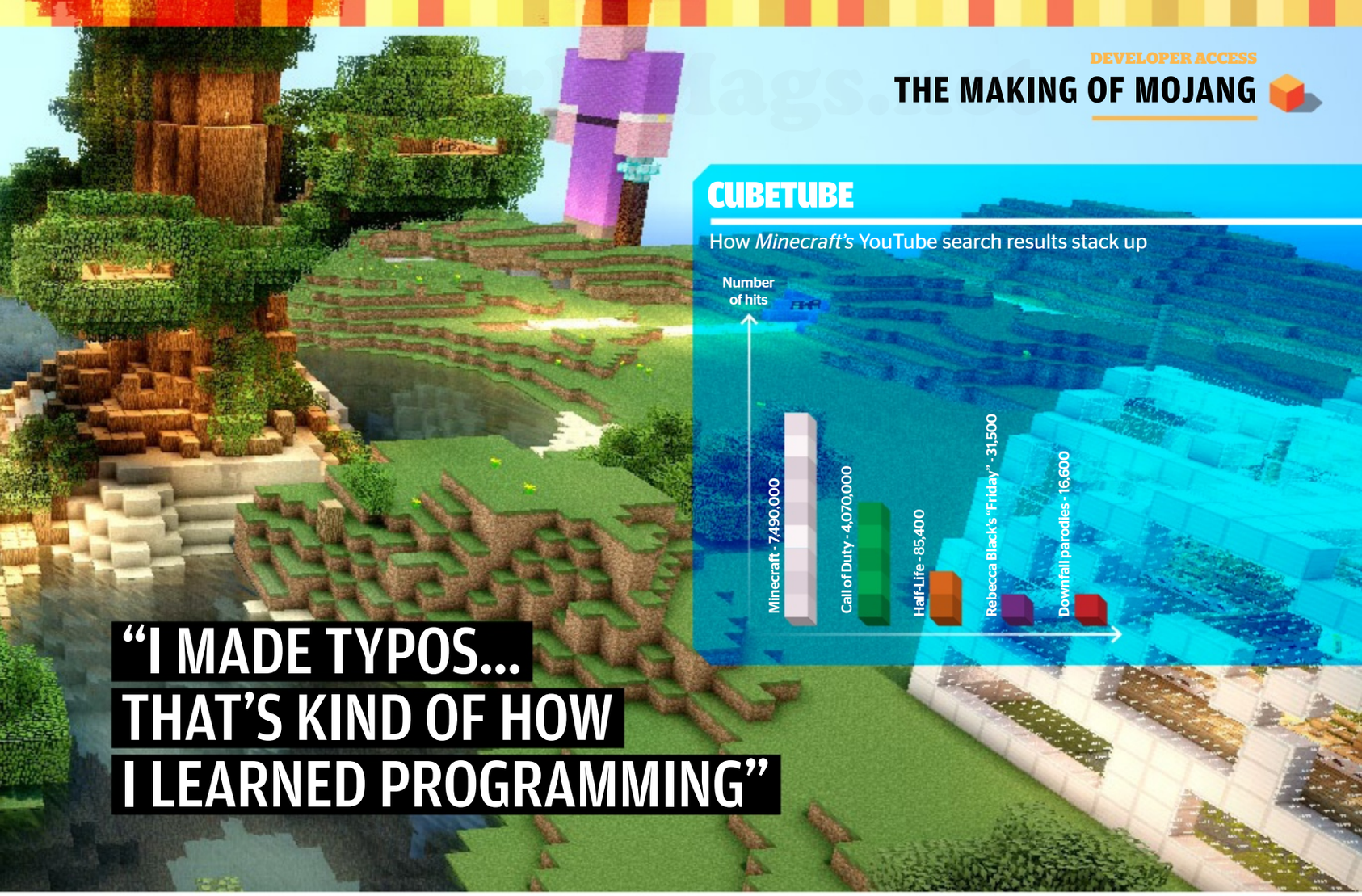
It's a gruelling experience, however. Everything in Wurm must be created from scratch, and the raw materials harvested. Doing so takes such a long time that a division of labour among cooperating players is the only way to achieve anything – but the game offers no helpful,

Here in the GM office we love visiting different servers. This is a snapshot of sister mag PC Gamer's server.

The number and variety of biomes has ballooned since the early days of Minecraft.

We feel diabetic just staring at that cupcake. Is there anything people won't build?

WorldMags.net



"I MADE TYPOS... THAT'S KIND OF HOW I LEARNED PROGRAMMING"

predetermined structure for this, no foremen or leaders.

"With Wurm, Rolf and I wanted a game in which the player actually affected the world. MMOs are usually just parallel single-player campaigns basically – there is not much interaction going on. So we wanted something where it's actually like: here's a world, have fun. Well, not 'have fun' actually. Work really, really hard. Then it becomes fun, because you're invested in it."

WURM'S TURN

Mass-market appeal, however? That's not really Wurm's thing. It could not be a day job.

Instead, Notch earned his crust at King.com, a casual games company that has since become the second largest game developer on Facebook.

"I started working as their eighth employee, I think. I worked there for five years and made my own games on the side. Jakob joined something like a year after I got there."

"Me and Markus just hit it off," recalls Jakob Porsér, a fellow developer at King and a future co-founder of Mojang. They make a pleasingly asymmetrical pairing: Notch wry and demure, Jakob open and effervescent. The latter now helms the development of card battler Scrolls, the origins of which lay in the discussions and debates Notch and he would have over lunch.

"But as King got larger, it started to be a problem for people doing games in their spare time," Notch says. "They didn't want people to make anything that could compete. So I left and joined jAlbum [a developer of photo gallery software]. They were totally fine with me doing stuff in my spare time. And then, months later, Minecraft was making a profit."

Minecraft as it exists today was not quite the initial plan, however.

"It was going to be Dwarf Fortress, basically, but in a Rollercoaster Tycoon type engine. Real 3D but with a fixed isometric camera. I'm a big fan of Dungeon Keeper, so I thought I'd do some kind of 'possess spell' where you could actually look at your constructions in first person – it wasn't meant to be the way to play it.

Arguably the most impressive Minecraft construction job wasn't anything built in-game: it was the creation of an entire global community.

"I added that and everything got really blurry because the textures were low-res. I thought: I won't have this mode because it's too ugly. And then I saw Infiniminer, which is basically just blocks with huge pixels instead of filled textures. I thought, oh I can just do that – and then it basically turned into the same game."

Minecraft owes a very clear debt to Zachtronics' Infiniminer, but they aren't really the same game – certainly not any more. The shared block-building fundamentals were just the first stage of considerable iteration, the goal always being the RPG-infused survival mode.

"My idea was to make a fantasy world interactive, and probably some of the things we did for Wurm carried over," Notch says. "I tried thinking a lot about instant gratification. When you pick up a block, what does it sound like? If it's not fun walking around, you're not going to have a fun game."

Minecraft went from preliminary dabbling to paid alpha very quickly, a pragmatic approach to online retail that has served Mojang well through its subsequent endeavours.

"I thought, if I don't charge I'll never get paid," Notch explains. "If I wait until the game is done, it's never going to be done because I won't have the money to sustain development."

He found exactly the right place to pitch his half-made game: TIGsource gave

WorldMags.net

WorldMags.net

him access to a community of developers who were not only willing to offer constructive feedback but whose influence quickly made the game viral. Word spread that Valve were completely obsessed with Minecraft. Little of the game functioned outside the free build mode – which at the time was more a symptom of the ongoing development than an intended feature – but Notch was soon making a lot of money.

"It was very difficult for me to trust the numbers," he says. "Like: this is just going to stop selling any day. So I stayed with jAlbum, working two days a week for nine months, even though I didn't really have to because the money I got from Minecraft was way bigger than my salary. I just wanted to play it safe. I grew up in the suburbs of Stockholm, not having much money, and I never really cared because I didn't have any expensive hobbies. And since I didn't really use the money [from Minecraft], I didn't really feel like I was rich."

THREE'S COMPANY

One increasingly obvious outlet for this wealth was to establish a company, employing extra hands to smooth out Minecraft's ongoing development, and enabling the long-anticipated collaboration with Jakob.

"And then Valve contacted me," says Notch. "It was interesting. I got to do programming tests and stuff. They said, 'Well it's obvious you're self-taught. You're going to have to learn some new habits if you're going to work in large groups.' Which I absolutely agree with. But the timing wasn't right at all. I needed to really give Minecraft a chance."

"I got a Skype call from Bellevue," says Jakob. "Notch was like 'I met with them, they want to hire me, obviously I'm not interested in this so let's just make it happen. Let's start this business.' I was like, OK, I'll quit my job tomorrow."

Hang on... *whips out a calculator* What do you know? It's right! See: games can be used to educate as well as amuse.

Mojang had already existed in a less formal form – started by Notch in 2009 at the launch of the alpha. But employing people required a more legally robust entity.

"We had some extremely stupid ideas about how we were going to make it," recalls Jakob. "We'd set up this company, and it would borrow money from Notch's company, maybe, and we'd hire people but they'd also consult for Minecraft. It was just idiotic – because we hadn't set up a business before."

They turned to Carl Manneh, jAlbum's then-CEO, for advice. He advised them to hire him as Mojang's CEO. Notch and Jakob duly took this advice, and the trio went on to co-found the company. Others soon flocked to their banner. Daniel Kaplan joined to help with business development, Jens 'Jeb' Bergensten was hired to develop the backend technology for Scrolls, and prolific pixel artist Markus 'Junkboy' Toivonen came aboard to sculpt the game's visual style.

"When we started we said we're not going to be more than eight people," says Jakob. "That obviously didn't work out. Minecraft started selling three or four times as many copies per day as it had: we needed more people to handle the support."

There was also the small problem of unfreezing Notch's money: Paypal had seen fit to limit his account on the grounds of suspicious activity, just as Minecraft sales were spiking, leaving 600,000 Euros stranded.

"Initially we were just putting out fires," says Notch, "Making sure the server hosting worked, trying to fix the damage from working on a game that large on your own. Some of the good things remain, though. The physics was solid from the start, but that's because I always tried to make sure that jumping from block to block was fun."

WHEN IT'S DONE

The plan had been to call the game a full release when the multiplayer survival mode had been finalised, but Notch's weekly updates strayed from the goal.

"I kept thinking of new things!" he says. "I had a list of stuff that I would add after the game was done, but the most interesting features of those kept creeping up the list, so it took a long time to finish the full version."

Even now that the game can be considered a full release, it continues to evolve. Notch, however, has stepped away from the project and handed it to Jeb.

"I think I'm more interested in doing new development of new games, rather than maintaining a game," Notch says. "I have this tendency of getting bored or frustrated with things after three to five years. Jeb turned out to be a really good game developer, who was very compatible with how I felt Minecraft should be developed."

Notch is keen that Jeb has autonomy, and tries not to stick his head into Minecraft's ongoing development too often. Consequently, its additions continually surprise him: the arrival of the three-headed floating Wither Boss, which shoots exploding skulls; the ever-astounding uses of red-stone, a block type that conducts current, enabling the construction of elaborate circuitry; the modding scene's many and varied offshoots, adding nuclear weaponry, teleporters and new biomes.

Jeb, for his part, is resigned to the fact that the addition of bats to the game will always headline above his hard work on the game's underpinning technology.

ENDER'S GAME

The quest chain to *Minecraft's* long-awaited win-state

1. Get tooled up with diamond gear.
2. Kill an Enderman to get Ender pearl.
3. Build portal out of hard-to-mine obsidian.
4. Travel to the Nether dimension.
5. Kill the Blaze to get Blaze powder.
6. Combine with pearl = the Eye of Ender.
7. Use Eye to locate three strongholds.
8. Navigate stronghold labyrinth.
9. Travel to scary End dimension.
10. Kill hard-as-nails Ender Dragon.

WorldMags.net

Meanwhile, Mojang have grown to around 25 people, whose work encompasses the porting of Minecraft to other devices, organising the game's swelling community and using its renown and accessibility for charitable purposes. Mojang donated all of their royalties from a partnership with LEGO to charity, while a collaboration with the UN brings the game to communities in the developing world.

Minecraft is many things to many people – and that's always been the strength of this most malleable of games. But who does Notch now think it is for? Is it still for that audience of largely adult, largely male developers and like-minded nerds who buoyed it to early success?

"I think we're still developing for that group," Notch says. "That's kind of the target audience, because that's who we are. But then younger kids like it as well, which either means we're immature or the kids are more mature than you think."

And Notch himself – has his fortune changed him?

"It's nice not having to worry about being able to pay the rent," he jokes.

"So that's a benefit."

Why settle for mere survival when you can build giant effigies of yourself?

"HERE'S A WORLD, HAVE FUN. WELL, NOT 'HAVE FUN' ACTUALLY. WORK REALLY, REALLY HARD"

WorldMags.net

BUILD TO THE FUTURE

What lies ahead for the all-conquering PC sandbox game?

WorldMags.net

THE FUTURE OF MINECRAFT

The UN project aims to reshape public spaces using Minecraft: an undertaking so huge and so ridiculously *important* it was inconceivable when Minecraft's alpha was first released.

It's hard to imagine how Minecraft could become any bigger than it already is, or how Mojang could spend the money if it did. Then the Mojang guys tell us. And it sounds like a very good plan...

Instead of indefinitely expanding Minecraft's in-game content, Mojang intend to gift its future to the modders and tinkerers who are already taking Minecraft to brand new, previously unimagined heights.

"I think we're getting to a point where everything new I'm thinking of should probably be a mod," says Minecraft's helmsman Jens 'Jeb' Bergensten. "The features are getting more and more specific and not so useful to everyone. Adding new animals and monsters hasn't felt like it's extended the game – and maybe I should work on something more useful, even though I know animals or mobs are the most appreciated content.

"In a recent snapshot we added bats. They don't really do anything, they just fly around and sit in roofs and sleep. But people are very happy about it."

The modding community for Minecraft is already colossal and responsible for a huge volume of quality output. There are mods which add Pokémon, mods which add Portal guns, mods which add steampunk dirigibles. Custom maps, meanwhile, can completely upturn Minecraft's ruleset, like the perilous, puzzley resource scramble of Sky Blocks, or the vicious PvP of The Hunger Games mod.

But the lack of official modding tools has meant the community's offerings have been disparate, inconsistent, difficult for Minecraft's less techy players to use and occasionally dangerous. The solution is to build an official mod API, enabling Mojang to endorse well-tested mods and offer them through a central repository in-game for all to access without fear of breaking Minecraft.

"THERE ARE MODS THAT ADD POKÉMON, THAT ADD PORTAL GUNS, THAT ADD STEAMPUNK DIRIGIBLES."

Mods are the cornerstone of Minecraft's future – and what a bright future it appears to be. Limits? What limits?

"Hopefully they will be easier to install and less prone to destroy your game," says Markus 'Notch' Persson, Minecraft's original creator.

This is no small task, however. Radical changes cannot be made to the game's API after launch, so getting it (mostly) right first time is important. And getting it right means changing a lot of Minecraft's basic infrastructure.

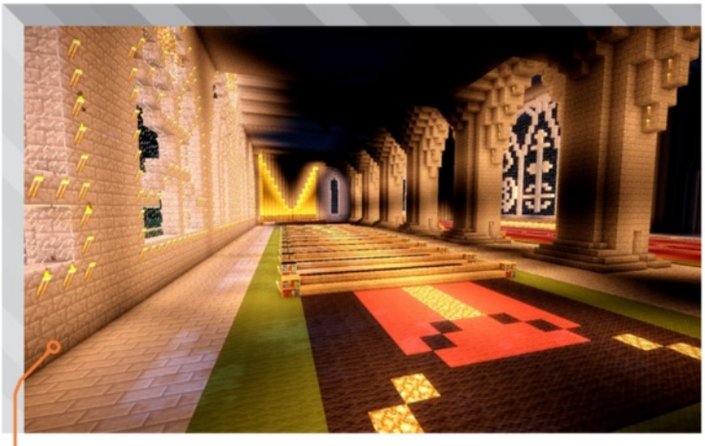
"We're rewriting the rendering – basically rewriting the client side of Minecraft from scratch," says Nathan 'Dinnerbone' Adams, who was hired into Mojang from the community thanks to his work on Bukkit, the most popular of Minecraft's unofficial modding toolsets.

"I think it'll be a couple of months before we see the initial versions of the API."

There are in excess of 4,500 mods using the Bukkit API alone. If you played one of them every day it would take you... *counts on fingers* ...a full 4,500 days!

Jeb also talks of making it easier to add and animate models, and fundamentally changing the way the game stores data regarding its many materials and items. But though modders will dominate Minecraft's future, for the short term at least, Mojang will continue to release weekly 'snapshots': optional downloads of unfinalised content, which continue to extend the game in unusual ways. Or, more accurately, will enable the players to extend the game in unusual ways.

"In the recent snapshot we've added something called the command block," Jeb says. "When it's triggered, you can teleport players to a certain position, or change the game mode. So this user called Sethbling has created a Team Fortress 2 map for Minecraft. It has control points, and everything works like TF2. It's amazing."



Could patent suits undermine all indie devs? It's a real worry for developers, modders and regular players alike.

But what's critical about this process is putting the community's most outlandish, most brilliant creations in the hands of all users – even those who are largely computer-naïve. The mod browser is one part of this, but Mojang are going further with a plan to offer private servers.

"We want to make it easier for families and people with little knowledge of computers to create persistent servers," says Jeb. "So we'll integrate our own server provider in the game. We mentioned this before and I got a lot of emails from server provider companies scared that we would force them out of business. I can understand it might look that way, but our target audience is not the same. Our hosting service will probably be too simple for the hardcore who buy servers now; we'll aim for servers with eight-to-ten people max."

"WE'VE BEEN THINKING ABOUT TRYING TO PIXELATE SURROUNDINGS USING GOOGLE MAPS DATA"

Patrick Geuder, Mojang's data analyst, has been working hard to identify trends in how people play Minecraft – and, more importantly, when they quit. Tutorials designed to smooth out those bumps may well be in the offing. Meanwhile, platform-specific versions of Minecraft will evolve into bespoke experiences.

"For the iOS and Android version we're always looking for how we can use the camera and the GPS," says Daniel Kaplan, who handles business development at Mojang. "We've been thinking about trying to pixelate your surroundings using Google Maps data – it'll be really cool to try to do it."

And, serving as a fulcrum for all these developments, will be the revamped Minecraft website, helping to bring the most interesting community mods and custom maps to the surface.

Yet many of Minecraft's forthcoming developments won't involve a single line of code. In fact, despite the success of Minecraft being predicated on its availability

WorldMags.net

as a digital download, you will soon see Minecraft for sale in the shops – not in a box, but as a voucher.

"We have a lot of comments from kids that say their parents won't let them buy the game online," Patrick explains. "So we're looking to produce cards which allow you to buy the game with your pocket money instead."

Then there's the other major real-world extension of Minecraft: MineCon. Under the creative stewardship of Lydia 'MinecraftChick' Winters, the yearly conventions will continue as relatively small affairs.

"But we are working on an idea to help fans create their own fan events – a kind of TED-style programme, where you follow guidelines and apply for the MineCon brand. This year, however, we're working on livestreaming so people can watch MineCon at home."

While MineCon makes its way to the living room, other staff members at Mojang are hoping to bring Minecraft to the classroom.

"Early on there were teachers contacting us," says Carl Manneh, CEO. "And one guy, Joel Levin, started showing videos of how he used Minecraft in education. Then a few Finnish teacher students built the Minecraft Edu mod, which gives teachers control of a classroom in Minecraft."

Almost four years on and stil box fresh. It's almost hard to believe there are still people yet to build their first shelter when you see sights such as this.

POSSIBILITY SPACE

The rise and fall of *0x10c*

For the longest of times, Mojang were cagey about 0x10c, fearful of being engulfed in a wave of hype. Certainly, it was ambitious. Imagine multiplayer Elite crossed with FTL – a space exploration and trading game with you embodying a character inside a ship.

"That's one thing I don't like about space games," Notch said. "They focus on the ship instead of the people. I wanted it to feel a bit like Alien, where the ship has this personality."

The ship also had a 16-bit programmable brain. You won't need to learn programming, though: a market will emerge among players for docking algorithms and so forth.

"The goal is to have it feel a bit like Firefly," said Notch. "You can try to land on a planet but you mess up and the landing gear gets broken. Then you have to try to fix that by finding resources. Instead of the adventure being I fly from here to here, it's: I set the destination, oh God I hit a small asteroid and the cloaking device broke."

Alas, the game is no more. At least, not officially. Notch has revealed that the project is 'on ice', and the official website hasn't been updated since November 2012.

But before you start squeezing blocks of water out of your eyes, all hope is not lost. In the wake of the game's indefinite shelving, the Minecraft community has rallied and created Project Trillek – a complete reimagination of Notch's original vision using all-new assets and code. To stay on top of the latest updates just visit Project Trillek's official website at http://trillek.org/.

WorldMags.net

WorldMags.net

Top-down shots always make us hungry for more Dropper maps. Not familiar with the Droppers? Get to YouTube sharpish and marvel at the freefall brilliance.

It's not the only social good for which Minecraft is being used: there's also the recently announced collaboration with the UN. (Yes, *the* United Nations.)

"The plan is to build 300 public spaces in these problematic areas around the big cities in the world," Manneh says. The designs for these spaces will be shaped by the input of the local community, invited to build their own vision within Minecraft.

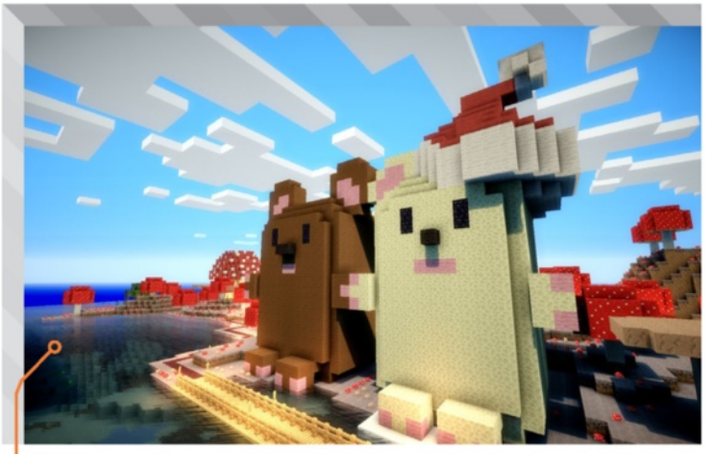
Mojang are keen that their legacy is not limited to a single game, and that's reflected not only in the increasingly ambitious applications of Minecraft but in the other projects underway at the studio.

Scrolls is co-founder Jakob Porsér's baby – a card battler designed to exist only in a digital space – while the mysterious 0x10c, a space exploration and trading game of near-ludicrous ambition, was Notch's new squeeze until work sadly halted in 2013 – though fans are continuing to develop it in his absence.

The company is aware that the more projects they take on, the larger they would have to grow – and they are reluctant to exceed their current intimate headcount.

"We have a few empty seats here, and I think we'll fill those up and not much more," Notch says. "If we get too many projects and need to hire more we should split up into separate studios and try to keep those teams small I think."

One alternative to such a drastic future can be seen in their partnership with Oxeye, the developers behind Cobalt. More such collaborations are planned, with each and every game published through a centralised Mojang account.



Meet the Square bears. So what if it isn't Christmas – we happen to find the red hat very fashionable thankyouverymuch.

"THERE ARE SOME CLOUDS ON THE HORIZON. MOJANGS SUCCESS HAS MADE IT A TARGET."

Is this intended to be an indie-fuelled alternative to Steam?

"The free competition on the PC has always been why I find it so appealing," says Notch. "So I'm a bit torn. I'm a huge fan of Valve, and I think they're doing everything for the right reasons. I just think they're slightly too good at it."

There are some clouds on the horizon, however. Mojang's success has made it a target, and, currently, they are one of a large number of developers being sued for patent infringement by Uniloc.

"They want a licence fee for all sales, historically as well," says Carl. "Obviously it's a pain in the neck. It's something that when starting this company we never imagined we'd need to handle. We've gone into a group of defendants and there is a firm in the US that represents all of us. So we just pay a huge sum of money every month to this lawyer firm and hopefully they'll win."

How bad would it be if Mojang lost?

"Not disastrous in a way that we'd have to put down the company," says Carl. "I think the monetary effect wouldn't be as bad as just... losing faith in humanity, really. But obviously the money would not be fun either."

Mojang's battle here is not simply for their own well-being – the precedent set by Uniloc's victory could suffocate indie development as a whole. Notch's attitude, which he duly Tweeted, is that, "Innovation within software is basically free, and it's growing incredibly rapid. Patents only slow it down."

It's fitting then that the true future of Minecraft is not really in Notch's hands, or those of anyone at Mojang, but in the hands of its community, who will continue to chip bits off, build bits on the side, and mould it into countless shapes. The future of the game Mojang made is, in fact, a game that makes itself.

WorldMags.net

PAPERCRAFT

The ongoing evolution of Mojang's card battler

Scrolls' gestation has been long, and much has changed since its features were first speculatively mapped out.

In fact, it was a coalescence of several different game ideas right from the start. But from the beginning one idea was key: "Scrolls is not cut out to be a physical product," explains Jakob.

"It is supposed to be only a digital game. We also always wanted to have an exploration mode, where you can go out with your hero, the character that you're playing, and venture out into the world and kind of discover and fight bosses or monsters or take over cities maybe."

Other ideas have proved less durable, he says. "The game board," Jakob offers as an example. "First we thought we should do a Might & Magic: Clash of Heroes kind of thing where you have to align units, and depend on the strategy of how you move things. But this did not merge well with a card game. I'd say the core of it is a collectible card game."

Want in? Then what are you waiting for? Scrolls is available to buy now. Simply head to https://scrolls.com/ to take part in Minecraft's sister project – but be warned, between this and Minecraft you may never venture outside again...

"THE TRUE FUTURE OF MINECRAFT IS NOT IN NOTCH'S HANDS"

KNOW YOUR BIOMES

Aside from the obvious PvP possibilities cacti offer, as they damage any that touch them, these desert plants can also be used to make cactus green dye.

WorldMags.net

WorldMags.net

No passive mobs spawn here. If something moves, it's probably best to kill it or run away...

DESERT

Pack your sun hat as there are plenty of good excuses to explore these tree-less expanses of sand. You'll need food and tools, as there are no trees or reliable sources of nibbles to be found naturally. There's plenty of sandstone, though, should you want to build a temple of your own. Villages and desert temples can be found here, the latter leading to vast deposits of valuable loot. Be careful of TNT booby traps, though. Consider yourself duly warned!

These desert temples contain four chests on the lower floor, each filled with vital loot. Under this floor, however, is a TNT trap, so avoid the pressure plate at all costs!

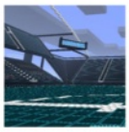
WorldMags.net

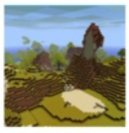
WorldMags.net

THE TOP 12 MINECRAFT TEXTURE PACKS

WorldMags.net

WorldMags.net





Bored of the same old blocks? These are the Minecraft skins every PC player needs to install

The default Minecraft textures are charming in their way, but PC gaming isn't about 'default' anything – there's never a bad time to customize your experience. If your blocks are starting to look drab (and after hours and hours of adventuring, they almost definitely will) there are tons of free texture packs available to revamp Minecraft's look, and they're easy to install.

Boot up Minecraft, click on the 'Mods and Texture Packs' section, and then click 'Open texture pack folder'. Drop the .zip file from each pack in there and it will appear in the list of textures, ready to launch from the menu—it's as simple as that.

There is one complication, though: some of these textures are higher resolution than the original Minecraft, so to use them you'll need Kahr's HD texture fix (grab it at bit.ly/hdtexfix). Just download and run the program, hit 'patch', and you're set to play Minecraft with any of the glorious high-res textures in this list.

Console player? Texture packs are available on PS3 and 360 as well, but they're not community freebies: they're premium DLC direct from 4J Studios. Pick of the bunch? 360's Mass Effect reskin...

WorldMags.net

WorldMags.net

1

2

OKAMI PACK

Based on the gorgeous Clover Studio/Capcom Zelda-beater, the Okami Pack is undoubtedly one of the most gorgeous re-textures on this list. The Japanese watercolour-inspired look makes it one of the most unique packs out there.

Get it: bit.ly/okmipack

3

WorldMags.net

WorldMags.net

1×1 SIMPLICITY

Most people don't look at Minecraft and think, "It's good, but I wish the graphics were just a little bit more low-res." MacMCSeverSuport is not most people, so he made 1×1 Simplicity, reducing all Minecraft textures to their most basic level. It's not just a joke. The simple, flat colored blocks combine to create a strikingly minimalist look all of their own, proving that sometimes less truly is more. Get it: bit.ly/smplmine

PAINTERLY PACK

One of the most popular texture packs, Painterly keeps thing simple, staying true to the original Minecraft style and its native resolution. The result is something that tweaks and improves upon Minecraft's unique graphical style without totally reinventing its pixels. It's perfect for those who already like how Minecraft looks, but want just a little more detail. Painterly also works with YogBox's Minecraft Mods Compilation.
Get it: www.painterlypack.net

WorldMags.net

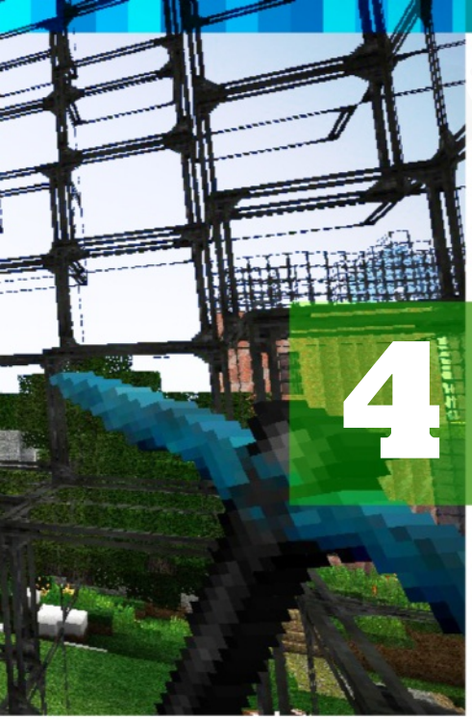
LB PHOTO REALISM

At the opposite end of the spectrum to the Simplicity skin is Scuttles' LB Photo Realism Pack, which replaces the in-game graphics with high resolution, realistic textures. Since Minecraft really isn't built for such high resolution textures it can cause a few problems, but most of them can be solved by allocating Java more memory in Windows. When it works, though, it's gorgeous. Get it: bit.ly/photopk

JOLICRAFT

If we were to describe in one word why Jolicraft is good, that word would be 'personality'. While other mods have a clearly defined aim, Jolicraft appears to be dictated entirely by the eccentric personality of its creator, Jolicoeur, who says: "My name means 'Happy Heart', so I guess Jolicraft means 'Happy Craft.' So maybe I should have called it HappyCraft, because I'm generally quite happy." That must be true, because the style of the pack reflects it — light and airy and full of warmth and, most importantly, fun. Get it: bit.ly/jolicrft

WorldMags.net

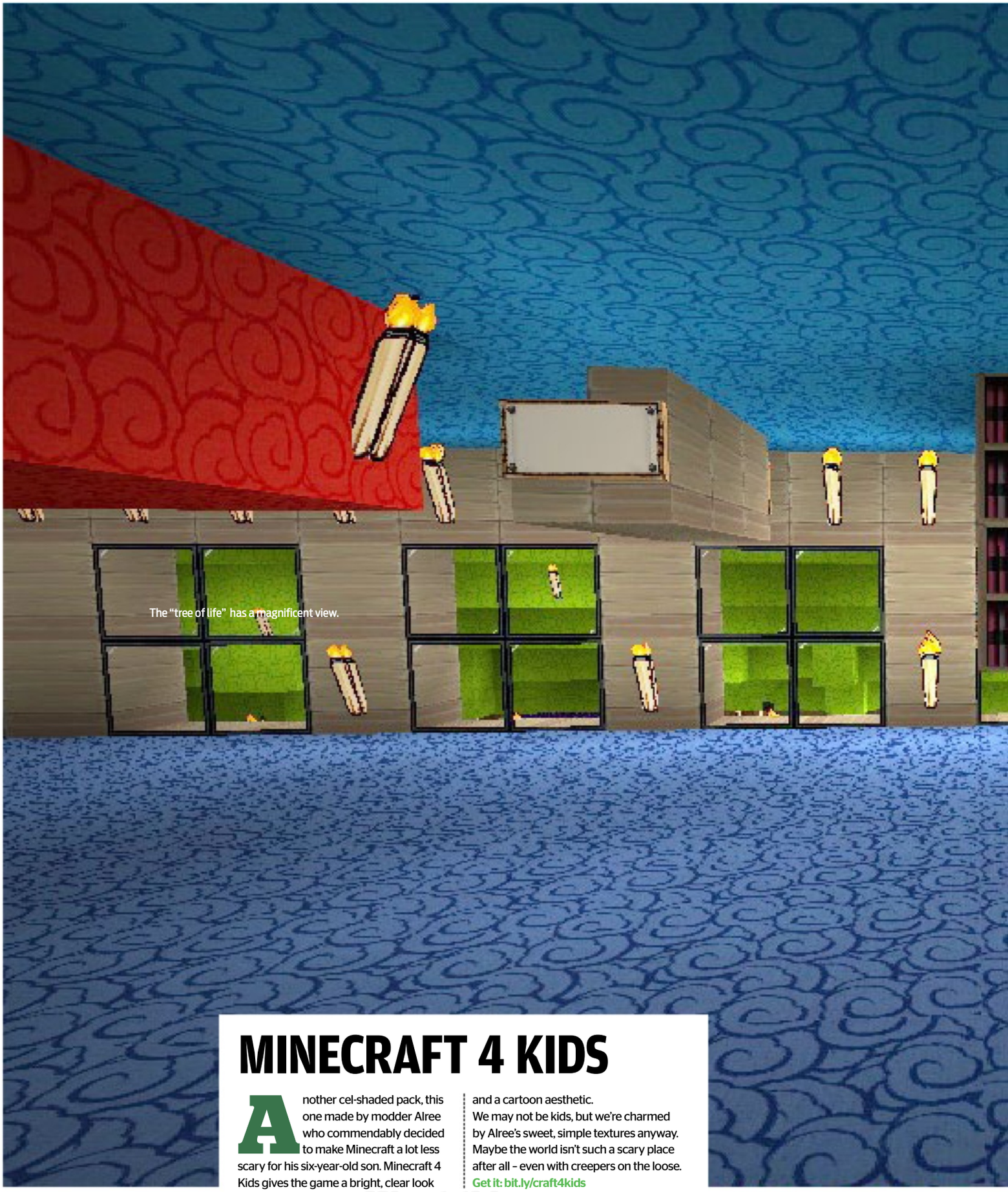


BORDERCRAFT

Another game-inspired pack, Bordercraft features cel-shaded-esque textures to resemble GM's favourite RPG shooter Borderlands. Get it: bit.ly/brdrcrft

WorldMags.net

WorldMags.net



The "tree of life" has a magnificent view.

MINECRAFT 4 KIDS

Another cel-shaded pack, this one made by modder Alree who commendably decided to make Minecraft a lot less scary for his six-year-old son. Minecraft 4 Kids gives the game a bright, clear look and a cartoon aesthetic.

We may not be kids, but we're charmed by Alree's sweet, simple textures anyway. Maybe the world isn't such a scary place after all – even with creepers on the loose.

Get it: bit.ly/craft4kids

WorldMags.net

WorldMags.net

GLIMMER'S STEAMPUNK PACK

Minecraft already has a lot of steampunk elements, with the ability to create complex circuits and structures with redstone. So it was inevitable that someone would change the visuals to fit, and Glimmer's Steampunk Pack does a great job.

This re-texture really goes to town, not only adding the desired steampunk textures to landscapes, but replacing torches with gas lamps, changing armours to fit the aesthetic and even redesigning the player model to sport a magnificent, twirl-it-in-your-fingers moustache. Sensibly, Glimmer has also made the pack compatible with steampunk themed mods, such as Pchan3's wonderful Steampunk Airship.

Get it: bit.ly/glimmar

CREATIVE ONE'S MEDIEVAL PACK

Creative One is certainly well-named: his Medieval texture pack gives Minecraft a grim, Dark Ages look. Perfect for exploring nasty dungeons, building dark castles and plotting against the rightful King*. *Kings not yet implemented.

Get it: bit.ly/createmed

WorldMags.net

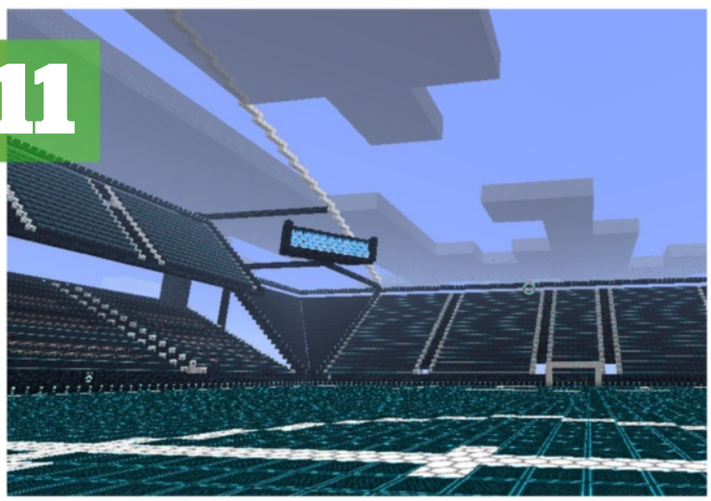
WorldMags.net

OVO'S RUSTIC REDEMPTION

Community member Ovo created, then abandoned, this pastoral resource pack, and the community has added to it ever since. While not ideal for city-focused worlds, Ovo's Rustic Redemption adds an ornate, cozy country feel to wilderness and cottages. Almost everything is replaced by this comprehensive pack, with support for horses, fire, lava and an awful lot more coming soon.

Get it: bit.ly/ovospak

11



REZCRAFT

Rezcraft is one of the biggest overhauls of Minecraft's visual aesthetic around. It changes the look of the game completely, replacing green landscapes with Tron-inspired glowing lines on dark backgrounds. The retro textures mesh with Minecraft's blocky appearance, turning the whole thing into a stylish vision of '80s cyberspace. How cool is that? Just add Daft Punk's brilliant Tron: Legacy soundtrack to your next hardcore mode session, and Minecraft becomes something else entirely. Remember, if you are a User, then everything you've done has been according to a plan. Get it: bit.ly/rezcraft

12

WorldMags.net

WorldMags.net

10

SIMPLE AS THAT

Minecraft's default texture set uses 32x32 pixel textures. Simple As That takes it lower still: it's a super simplistic 8x8 texture pack that makes Minecraft look even more basic and colourful.

But even with low-res textures, the pack is packing a surprising amount of detail in its skins, creating bright and lively environments in the process. If your PC struggles with other resource packs, Simple As That can make for a great replacement that won't cause your rig to start throwing wires and belching smoke out of its air vents.

Get it: bit.ly/simplepak

WorldMags.net

WorldMags.net

ALTERNATIVE CHARACTER SKINS

Ever wanted to be a Han Solo? What about Wolverine? Or Shrek? Even Doom Guy? Now you can...

Minecraft's teal-shirted default skin (aka Steve) seems like a nice enough guy, but you're not really going to explore gaming's most creative and elaborate open-world sandbox looking like that, are you? Personal expression and doing what you want are at the heart of Minecraft, and that should certainly extend to what you wear as well. Changing your look in your PC game is easy. If you can attach a file to an email, you can change your avatar.

The best part is that you don't have to look hard to find your favourite character – thousands of skins are available online through websites such as www.minecraftskins.net and www.planetminecraft.com. Here we've collected just some of our favourites, but we could easily have filled this entire book with download ideas.

And if you can't find the right skin, why not make your own? If you can build the Tower of Orthanc with a few blocks, you've definitely got the creative juices needed to play with some colours and make a skin you're proud of wearing.

SKIN DIP!

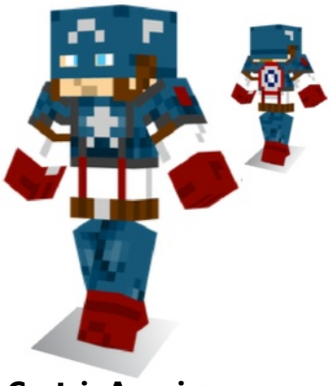
How to install your own PC character skins.

1. Download one or more character skins online (they'll be .png files).
2. Log into your Minecraft.net account.
3. Go to 'Profile'.
4. Upload the character skin.
5. Launch Minecraft!

CREATE YOUR OWN!

Nova Skins is a simple browser-based utility for editing characters in simulated 3D. Visit minecraft.novaskin.me to start making your own!

WorldMags.net



Captain America
minecraftskins.net/captainamerica

The Flash
minecraftskins.net/theflash

Spider-Man
minecraftskins.net/spiderman

Superman
minecraftskins.net/superman

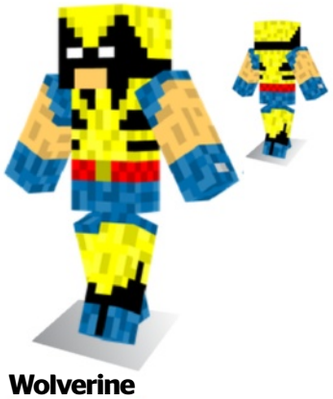
Batman
minecraftskins.net/batman

Robin
minecraftskins.net/robin

Engineer
minecraftskins.net/tf2engineer

Red Spy
minecraftskins.net/tf2redspy

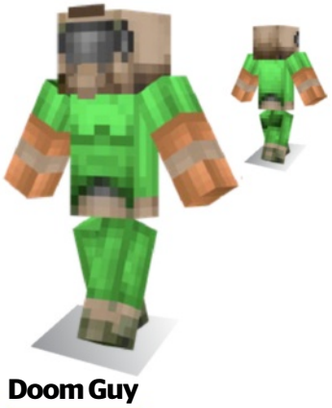
Agent Smith
minecraftskins.net/agentsmith



Wolverine
minecraftskins.net/wolverine

Viking
minecraftskins.net/viking

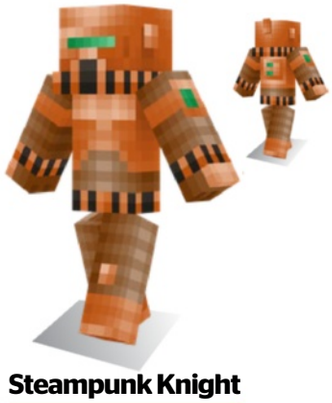
Ryu
minecraftskins.net/ryu



Doom Guy
minecraftskins.net/doomguy

Dark Knight
minecraftskins.net/darkknight

Gold Knight
minecraftskins.net/goldknight

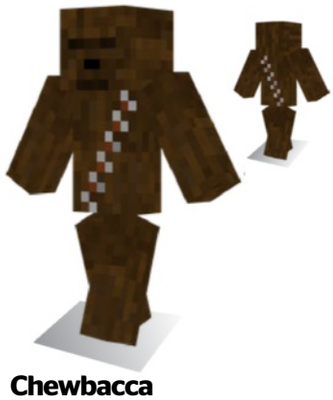


Steampunk Knight
minecraftskins.net/steampunkknight

WorldMags.net

Han Solo

minecraftskins.net/hansolo



Chewbacca

minecraftskins.net/chewbacca

Rebel Pilot

minecraftskins.net/rebelpilot

Darth Vader

minecraftskins.net/darthvader

Pirate Pig

minecraftskins.net/piratepig

Spock

minecraftskins.net/spock

Creeper Hunter

minecraftskins.net/creeperhunter

Red Sea Monster

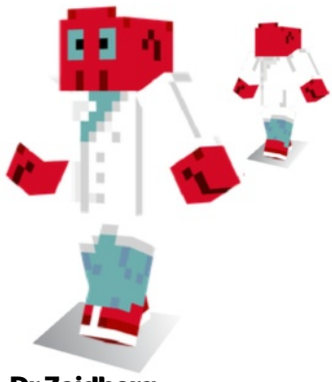
minecraftskins.net/redseamonster

Daft Punk A

minecraftskins.net/thomasbangalter

Daft Punk B

minecraftskins.net/guymanuel



Dr Zoidberg

minecraftskins.net/drzoidberg

Ultramarine

minecraftskins.net/ultramarine

Biohazard Suit

minecraftskins.net/biohazardsuit

Marty McFly

minecraftskins.net/martymcfly

Shrek

minecraftskins.net/shrek

RoboCop

minecraftskins.net/robocop

WorldMags.net

WorldMags.net

Sky Captain
minecraftskins.net/skycaptain

Minion
minecraftskins.net/minion

Fire Mage
minecraftskins.net/firemage

Wally
minecraftskins.net/waldo

Gnome
minecraftskins.net/gnome

Raphael
http://bit.ly/gmturtle

Astronaut A
minecraftskins.net/astronaut

Astronaut B
minecraftskins.net/spaceexplorer

Ronald McDonald
minecraftskins.net/ronaldmcdonald

Ash
minecraftskins.net/ash

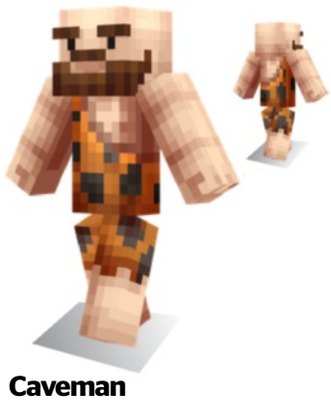
Policeman
minecraftskins.net/policeman

Agent Chicken
minecraftskins.net/agentchicken

Spider-Pig
minecraftskins.net/spiderpig

Santa Claus
minecraftskins.net/santa

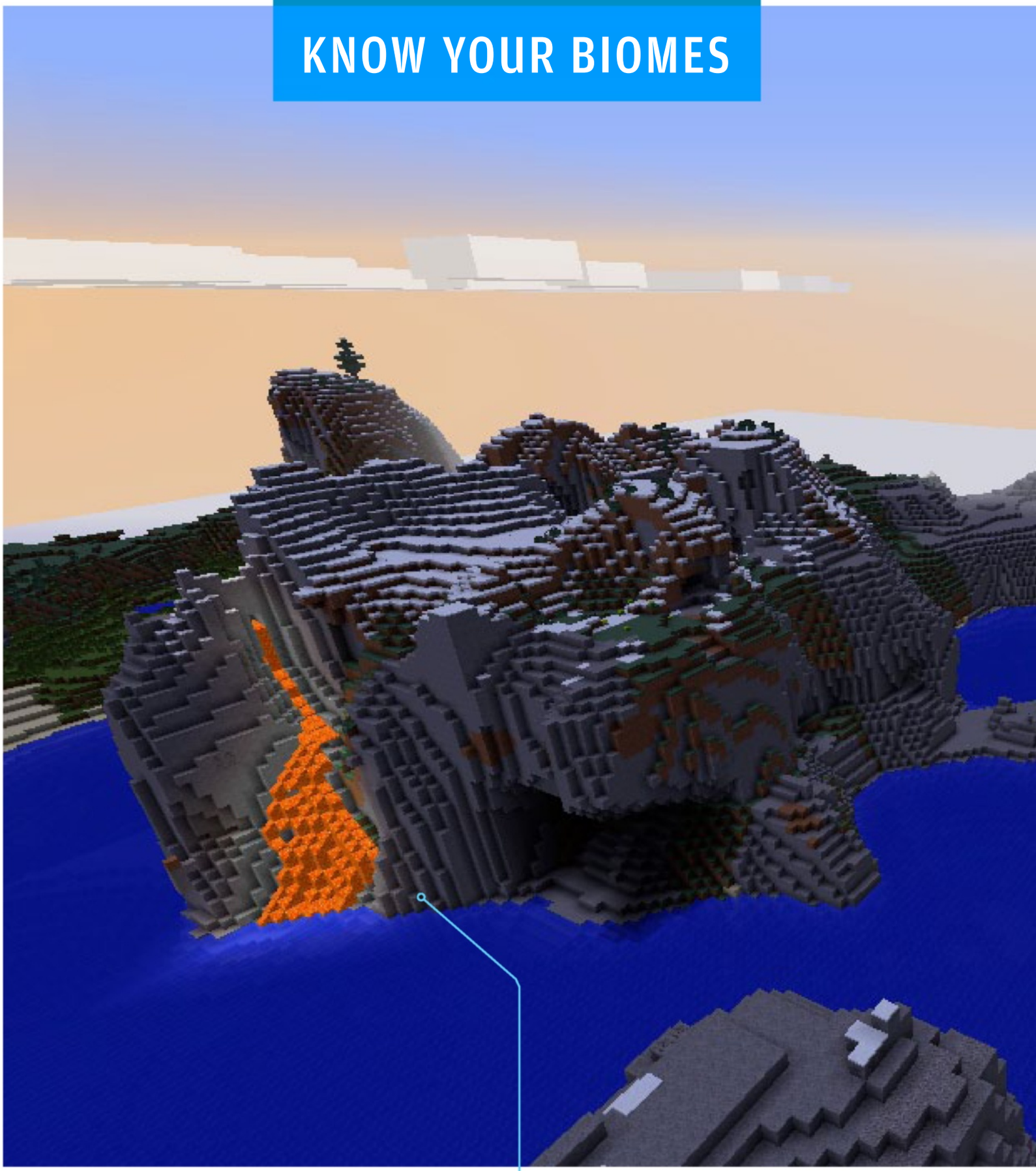
Captain Hook
minecraftskins.net/captainhook



Caveman
minecraftskins.net/caveman

WorldMags.net

KNOW YOUR BIOMES



Though usually obtained through trade with villagers, it's possible to find emerald in the wild under the extreme hills biome. Essential for powering beacons.

WorldMags.net

WorldMags.net

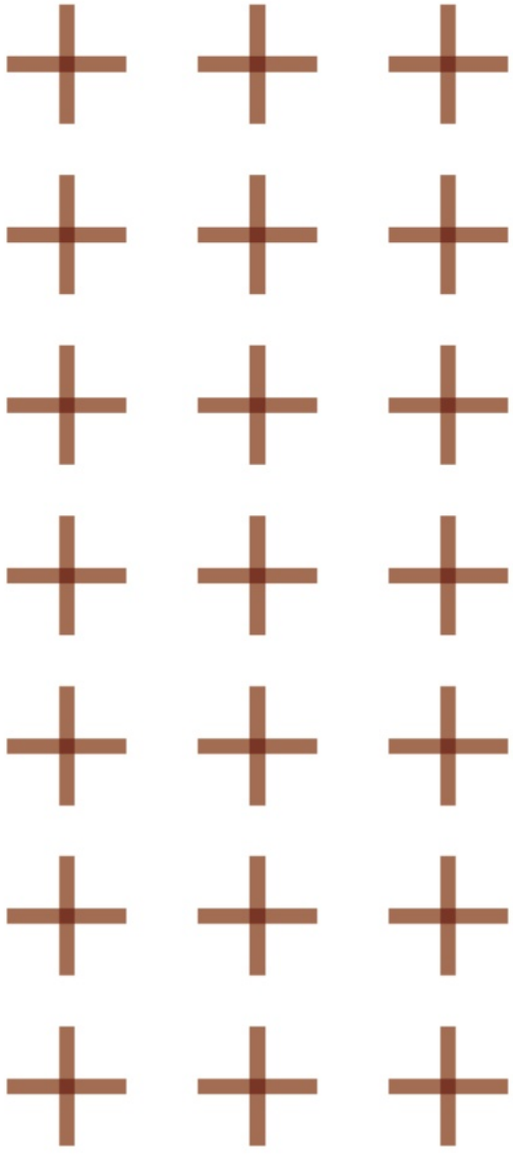
EXTREME HILLS

There are many flavours of hill biome in Minecraft, ranging from staple grassy knolls to expansive plateaus and sharp, stony cliff faces. Navigate carefully over these huge mountain ranges, though, as there are plenty of health- (and life-) sapping drops to tumble down. Silverfish and emerald ore can be found occurring naturally here and it's worth noting is that there are more underground caverns under this biome than any other.

Silverfish will burst from mined stones and attack you, and it can be hard to distinguish regular stone blocks from the these Monster Egg variants. Mine with caution!

WorldMags.net

WorldMags.net



WorldMags.net

WorldMags.net

21 AMAZING MODS AND MAPS

Get inspired by these incredible community creations on PC

You've put in hundreds of hours, crafting your masterpiece of a Minecraft world. You've survived against the Endermen, and turned your barren wasteland into paradise. And now it's time for something new...

Biff, bash and bosh your way through mobs, find a use for those 46,656 spare strips of rotting zombie flesh, escape a giant block of flats in the sky, and make your lifesize replica of the Titanic finally float. All that, and more, are here. Mods take Minecraft to never-before-imagined places, and while it can be tough to find safe, stable ones, we've picked our favs that we highly recommend you trying.

Before you start, install the Forge modloader. Most of these mods work with latest version of Minecraft, but check the installation instructions on each item's download page for additional info.

WorldMags.net

WorldMags.net

BIBLIOCRAFT

After playing many of the mods included here, you might find yourself burdened with more items then you know what to do with. For that problem, you need BiblioCraft.

It'sa mod designed especially for the more literary-minded denizens of the Minecraft universe and those who may have a compulsive need to keep their surroundings completely immaculate. Developed after the creator found themselves the owner of one too many tomes, BiblioCraft features seven new types of storage blocks.

It includes a selection of bookcases in various types of wood that can show off up to 16 books, a stand that is capable of displaying an entire suit of armor, a shelf for up to 12 potions, a tool rack that can contain four different tools or weapons, a general shelf for miscellaneous items, a display case for your trophies and a wooden label to help you identify which chest contains what — because, honestly, with this much stuff, chances are you're going to need the help.

Newer versions have added even more storage items, as well as helpful tools such as a working tape measure and a screw gun that will help you manipulate many of the mod's storage elements. Installing this mod is almost like giving Steve a free shopping spree at Ikea.

Download it here:
http://bit.ly/bibliocraf

TALE OF KINGDOMS MOD

An adventure mod where you're king of your land and must prove you're worthy to rule. http://bit.ly/gmkingdom

BIOSPHERE MOD

Every biome in the game is now encased in giant biospheres. Finding new biomes is easy. http://bit.ly/gmsphere

WorldMags.net

SUPER HEROES IN MINECRAFT

Fed up with the harsh, unforgiving scrabble for materials that is vanilla Survival Mode? Super Heroes lets you revel in the power fantasy of mutants, gods, and uber-rich playboys with nothing better to do. It adds new weapons and armoUr, all enhanced to grant you the powers of Marvel's Avengers squad.

The mod includes The Hulk's pants, for ground-flattening super jumps and a land-tearing Hulk Smash; Iron Man's suit, enabling flight, rockets and rapid-fire bullets; Thor's hammer, which can summon lightning or be thrown for a devastating explosive attack; and Captain America's — er — shield and gun. Okay, maybe not the most exciting superhero, but you can at least throw his shield at mobs for fun.

Each item can be crafted with new recipes and materials, found in the documentation after you install. One quick word of warning: the mod's powers are highly tailored for massive destruction. Saving people isn't quite as feasible.

Download it here: http://bit.ly/minehero

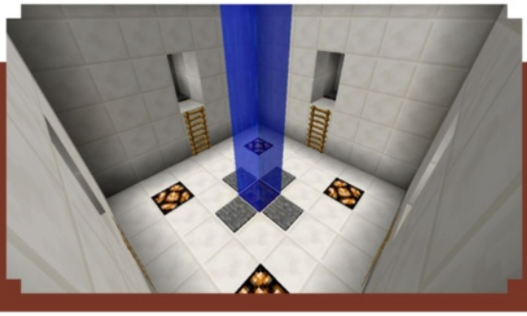
ARCHIMEDES SHIP MOD

Sure, you can build a simple wooden boat in Minecraft. But with the Archimedes Ship Mod, you can turn any structure you build into a ship worthy of your world's seas. And using the mod is simple: use your crafting table, combine four wood planks, four wooden sticks, and an iron ingot into a Ship Marker, the mod's special block that you can add to any structure you build. Then right-click the block to 'sit down' and start sailing.

Controls work just like walking. Use the WASD keys, and it's easy enough to push a boat off the shore and into the ocean. The only issue with the mod is that, while it ignores natural materials, it will include anything else that your boat is touching *as part of the boat*. When we left our ship sitting too close to our house before activating the marker, we ended up dragging our home with us on our ocean voyage. Whoops!

The upside, however, is that you can make anything you've built sea-worthy with Archimedes — imagine your house floating across the ocean. When used properly, it's a pretty slick little mod.

Download it here: http://bit.ly/archcraf



COMPLEX MOD

A single-player adventure set in a multi-dimensional maze. Reminds us of the classic science fiction flick Cube. http://bit.ly/gmcomplex

INFECTION MOD

Zombies, zombies, zombies EVERYWHERE! Minecraft has zoms, yes, but this is George Romero-level stuff. http://bit.ly/gminfec

WorldMags.net

WorldMags.net

REI'S MINIMAP

It's happened to everyone: you wander your world long enough and eventually you'll get lost. Instead of building navigational landmarks, you can use this mod to add a customizable minimap to the game's interface.

Rei's Minimap can sit in any of the four corners of your screen, and includes a gamut of options to tweak. Pressing M brings up a special menu that lets you configure the map's appearance, radar and even navigational waypoints.

It will even generate block colours depending on what custom resource pack you've installed. All this, and the minmap still manages to keep your frames-per-second rate steady.

Download it here:
http://bit.ly/reimini

FROM ASHES

CTM (Complete The Monument) maps strike a nice balance between the community's traditional adventure and survival creations. More sandbox oriented than the rules-heavy adventure maps, they're nevertheless more detailed and directed than pure survival maps; the most popular of which is basically just a few blocks stuck up in the sky.

One of the best CTM maps is From Ashes, a massive, gorgeously designed world full of tricky dungeons, hidden secrets and unique encounters.

The map is set in a post-apocalyptic world in which you've survived a nuclear holocaust by sailing across the ocean. And to kick it all off, you find yourself shipwrecked and alone on a dangerous and mysterious island.

It's still completely open-world, letting you break, craft, and build whatever and wherever you please as you discover custom items, mobs and even story scattered through notes and journals.

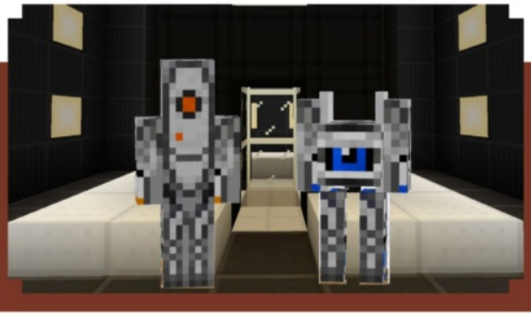
You're also completely free to choose the order in which you complete the map's ultimate objective, which involves collecting a total of 16 woolen blocks to unlock the atomic shelter hidden somewhere below the island. It's very Lost-like, only without the polar bear,

And that's not all. Included with the map you'll find a custom resources pack that changes the game's textures for a most post-apocalyptic feel. It's not quite Fallout 4 (come on Bethesda –hurry up an announce it, would you?) but while we wait for *that* From Ashes will keep us coming back. And why not? The mod's creators even recommend a set of custom music to help set the mood.

Download it here:
http://bit.ly/12tELsq

JURASSIC PARK MOD

If you stay perfectly still, it'll never see you. Technically more about fossils with Jurrasic Park elements, this. http://bit.ly/gmfoss



PORTAL MOD

There are loads of Portal and Portal Gun mods. We enjoy the now-abandoned AperatureCraft the most. The old version is: http://bit.ly/gmportal

WorldMags.net

WorldMags.net

KING'S LANDING

There are almost 3,000 buildings in this faithful recreation of George R. R. Martin's fantasy city, as seen in Game Of Thrones.

Oh, and did we mention that each and every one is fully decorated, both inside and out? The build quality is so massive in scope that it took 100 people working in teams over four months to complete. Even more amazing is that it's only one part of the group's project: to recreate all of the lands from the Song Of Ice and Fire series in blocky glory. The group at WestorosCraft estimates it's completed 70% of the continent so far, and even plan to e add enough content for an open world RPG, with quests and NPCs.

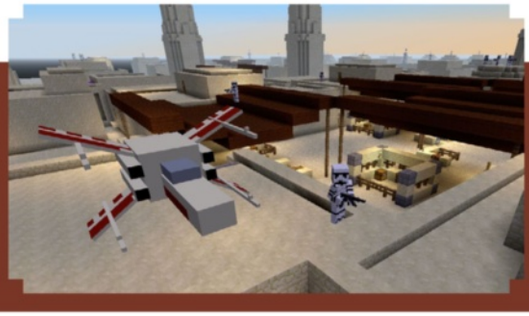
Most of the recreation is only available on the group's server, with limited public access, but you can download the King's Landing portion and sit on your very own Iron Throne today.

Remember to keep all players named Joffrey well away from your home.

Download it here: http://bit.ly/westcraf

POKEMON MOD

Gotta Dig 'Em All! That's how it goes, right? Relive the RPG magic in Minecraft with this download. Pika Pika! http://bit.ly/gmpoke



STAR WARS MOD

In a Minecraft world far, far away... Actually, it's a world moderately close if you use the Force and download this. http://bit.ly/gmswars

WorldMags.net

WorldMags.net

PARANOIA

Command Blocks — first introduced in Minecraft version 1.4 — are fast proving to be one of the game's most significant additions. For adventure map makers, they're a huge boon, as proven beautifully by Paranoia.

Through the maps automated console commands, players will experience a theme-appropriate teleportation system, clever puzzles, and a repurposed XP system that ties in-game achievements to the adventure's progress.

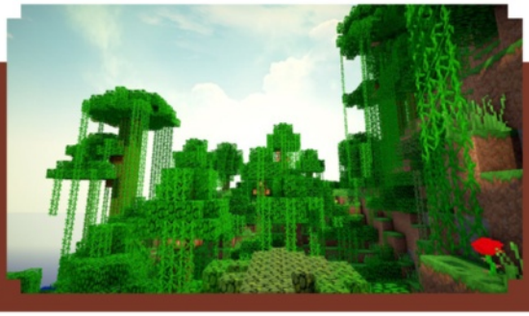
But even without this clever behind-the-scenes engine, Paranoia is an accomplished adventure.

You play as Michael Estrange, a test participant for a suspicious housing project being held in the sky, which is all powered by an unexplained source.

When strange things start happening around the floating apartments, you must escape your digs and find your way to the secret technology that powers it to uncovery the mystery.

The map's author estimates 1-2 hours of gameplay to complete, and the mod also supports an additional player for some co-op fun. Paranoia also features respawning points throughout the campaign, in case you get killed.

Download it here:
http://bit.ly/150LgA4



TECHNIC SHADES

A facilitating mod that lets you apply shaders to Minecraft with ease, for some truly gorgeous shots. http://bit.ly/gmshade

TEAM FORTRESS 2 MOD

Items to help you make your own Team Fortress 2 maps? *shoots you in the back and steals the link*
http://bit.ly/gmtf2

WorldMags.net

WorldMags.net

CONDENSED BLOCKS

Here's a handy way to reduce the amount of detritus and clutter that inevitably builds up in your inventory after extended sessions of mining and adventuring. The Condensed Blocks mod takes the idea of Minecraft's gem blocks — where you can compress nine gems of the same type into one block, saving valuable inventory space — and expands it to include many of the incidental materials you can pick up as you travel your world.

For example, laying out nine cobblestone blocks in a crafting table will create a condensed cobblestone block. The mod then goes even further, letting you condense these condensed blocks, all the way up to extreme condensed cobblestone. Fully stack the extreme blocks and you can fit up to 46,656 cobblestone blocks into a single inventory slot. Forget about the Super Heroes mod: sounds like Steve's already packing super-strength pants.

The mod can condense a huge list of materials: everything from building materials, to food and mob drops, and each one has a brand new custom texture. It also supports a selection of other mods, including Industrial Craft and Railcraft.

Download it here:
http://bit.ly/14n8vIT

GALACTICRAFT

This mod infuses space into Minecraft, adding new ores, crafting recipies and planets, but in a wonderfully subtle way. Instead of just giving you a rocket ship item, Galactricraft asks that you collect and build all the key components of a succesful space mission.

The biggest addition is the NASA workbench, used to craft the various pieces of your spaceship. You'll need a nosecone, rocket fins, heavy plating and, of course, a rocket engine. The mod also adds oxygen gear for when you're exploring the endless void, which you'll need when you land on the mod's newly-added moon, complete with a colony of moon villagers. You can build a space station and live on it with your friends.

Download Galactricraft from:
http://bit.ly/103MMpr

EXTREME WEATHER

Realistic weather mods will mirror the weather outside your house, but we're all about tornadoes! http://www.coros.us/mods/tornadoes

FLAN'S MOD

An incredible air-combat mod, this, that sends you up into the skies in planes for cloud-based fighting. Who needs Ace Combat? http://bit.ly/gmflans

WorldMags.net

WorldMags.net

HOW TO INSTALL MODS

Playing on PC and want to expand your Minecraft horizons? Here's how you can safely mod your game

Loading up a game in Minecraft is like stepping foot into a world of possibility. Though the game's open-ended approach allows for a lot of experimentation and personal strategy, Minecraft's design itself is arguably pretty simple. Luckily, that level of simplicity has made Minecraft an ideal target for the modding community, and there are thousands of third-party mods out there that change the game in ways both large and small. It truly takes Minecraft's spirit of personal creativity to remarkable new levels.

Unfamiliar with modding? Essentially, ambitious and enterprising fans manipulate the core code of the game to change the way that it can be played and enjoyed. These mods are then released freely to fellow players to install onto their games, allowing them to enhance their own experiences with these same tweaks and alterations. In some cases, the changes are small — such as an enhancement to the user interface, or easier access to items. Other mods add entirely new gameplay elements that radically change the feel and flow of Minecraft as you know it.

Sadly, Minecraft developer Mojang has yet to build mod management into the game, and any and all mods are unofficial add-ons that are wholly unsupported by the game's developer. If you install a mod and something goes awry, it's not their problem, and they cannot provide any level of assistance. As such, there's a certain risk to downloading and installing mods, and we recommend that only advanced users attempt to do so. If you're not comfortable altering files on your computer or can't identify a potential threat (such as malware or a virus) before it strikes, then mods probably aren't for you.

Luckily, installing mods is generally a pretty straightforward process, and as long as you're diligent about backing up your files, you don't have to worry about losing your created worlds or personal settings if a mod botches your game installation. Want to inject a little bit of fresh flavour into Minecraft via mods? Read on.

WorldMags.net

GETTING MODS

Minecraft mods are everywhere on the internet, and there's a legion of devotees who install and play them — and many who then record videos of themselves installing and playing them. (And many more that then watch and comment on those clips...) Considering how hugely popular the game is, it's no surprise that there's a burgeoning community eager to tweak and enhance the experience.

It's not difficult to find a stack of mods simply by searching around, but we recommend browsing the "Minecraft Mods" section of www.minecraftforums.net, where you'll find a readily updated list of reliable, tested mods that work with your precise version of Minecraft. No matter where you download your mods from, however, it's always advised to be very keenly aware of what you're putting on your computer. Mods don't come in the form of executable files (.exe), for example, so if you wind up with one of those on your system, there's something fishy about it, so be alert. As cool as a certain mod may look or sound, it's better to be safe than sorry when downloading untrusted files onto your PC.

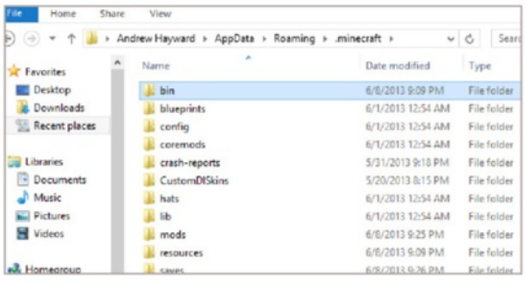
We must stress once more that due to the unauthorized nature of mods and their many origins, you are solely responsible for any unwanted effects that result from downloading and installing any that you may find. Still want to press on? Let's go...

BACKING UP

Since mods are unauthorized game alterations created by third-party (and often amateur) developers, you're taking the risk that the installation process will break your game in some fashion. Maybe you'll see an error message, or even just a black screen. Perhaps your performance will drop dramatically, throttling your framerate and making it impossible to navigate. And, potentially, the changes you make to the game may be irreversible.

The only way to ensure that you will have a clean, untainted copy of Minecraft left on your system is to back up your files in a separate folder. Start by finding the Minecraft install directory—searching for '%appdata%' in Windows should reveal the '.minecraft' folder. Copy that folder and place a version somewhere else for safekeeping, such as on your desktop. Now, if you ever need to go back to vanilla Minecraft, you can copy the contents of that folder back into '.minecraft' and continue your unmodded game.

WorldMags.net



INSTALLATION

Many mods can be installed directly into the game by copying files into certain Minecraft directories, while some others may require the use of a mod management and installation program, such as Forge or ModLoader. Be sure to consult any installation notes that come with the mod download, or that appear on the website you snagged the mod from — these should give you a hint of what you'll need to complete installation. While this tutorial goes over the general basics and process of installing mods, you'll often see slight variance in how some must be applied.

In all cases, whether you're directly installing a mod or installing a program used to install mods — it's slightly convoluted, we know — you'll need an unzipping program such as WinRAR (winrar.com) to access the Minecraft game files needed to finish the process. Be sure to have that handy to start.

When you have a mod or program ready to install, head to that original '.minecraft' folder from earlier and enter the 'bin' directory. Find 'minecraft.jar' and right-click, then open with WinRAR (or a similar program). Doing so will expand the contents of that single file into many, many smaller folders. It's here that you can copy in the files from the mod or program folder, which in most cases will nearly complete the installation process — unless the specific instructions offers different directions.

Once that step is complete, be sure to delete the 'META-INF' folder within minecraft.jar — this is a crucial step that can derail many mods if ignored. With that complete, simply exit the window and start up Minecraft. If installation was successful, you'll see the results of the mod when you play, or additional options will be available for you to select from. If nothing has changed, or you start encountering errors, replace the contents of your '.minecraft' folder with those of your backup and try again. Search for specific installation instructions or Q&A pages for that mod, as there may be a step that you missed.

In the case of Forge and Modloader, having a mod management program installed makes it incredibly easy to insert supported mods into Minecraft. You'll simply be able to download a mod and place the file within a newly created 'mods' folder (or occasionally the 'coremods' folder, as indicated), with the ability to delete the files to erase the mod's effects from the game if you need to. It makes modding much easier for novices, especially when it comes to stacking, or using multiple mods at the same time.

WorldMags.net

WorldMags.net

STACKING MODS

Installing a mod is an uncertain process, as you can't be sure whether it'll mess up your game or even be compatible with your version of Minecraft. Expectedly, trying to install and use multiple mods at one time is a much more unreliable process, as one third-party modification can disrupt another, causing you even more headaches as you turn to your backup folder for relief. Applying multiple mods directly is very much a trial-and-error process (not what you want to hear, we're sure), as each may overwrite certain files and folders, which can then lead to glitches or, worse still, a totally inoperable game.

Still here? Good for you! Luckily, this is the kind of situation that Forge (download it at www.minecraftforge.net) was made for. Just as Forge makes installing individual mods a pretty straightforward process, it also makes managing multiple ones a breeze. If adding another mod to your game creates chaos, simply delete one of them and try to stack a different set of mods.

Many mods are naturally complementary, as they may be designed to alter and affect different parts of the Minecraft experience. For example, if you wanted to stack mods that respectively added better inventory control, a constant mini-map in the corner of the screen, and a larger array of biomes throughout the world, there's a good chance that those will stack well without creating issues.

In many cases, mod creators allow their work to be included in mod bundles that are designed to play nice with each other. Such packs are a much easier way to install a bunch of mods at once and find the ones that best fit your play style. They're also a fantastic introduction to the wide, wide world of Minecraft mods.

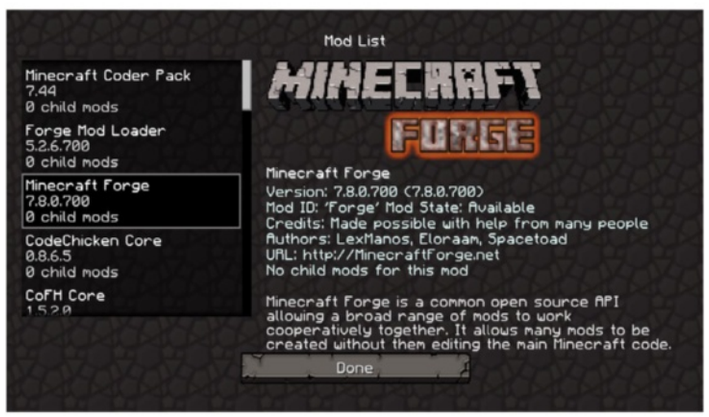
But whether you're installing one mod or a dozen, there's always a chance that something will go wrong. It's kind of like playing with fire, except everything's digital and the risk can be rather miniscule if you keep a proper backup handy.

JOB DONE

Player-created modifications can dramatically increase the lifespan of Minecraft and supercharge time-faded interest, whether the mods you install add small tweaks or significantly transform the play experience into something totally distinct.

Perhaps you're seeking more interesting dungeon encounters to punch up the action? Additional tools to help you explore the land? Or even higher-resolution textures to add some gloss to the experience? Maybe you want to see Sonic the Hedgehog as viewed through a fan-made Minecraft lens? In some cases, mods can make Minecraft feel very different from the original game. Firearms might seem like a strange addition, for example, but there's also something satisfying about blasting blocks to bits.

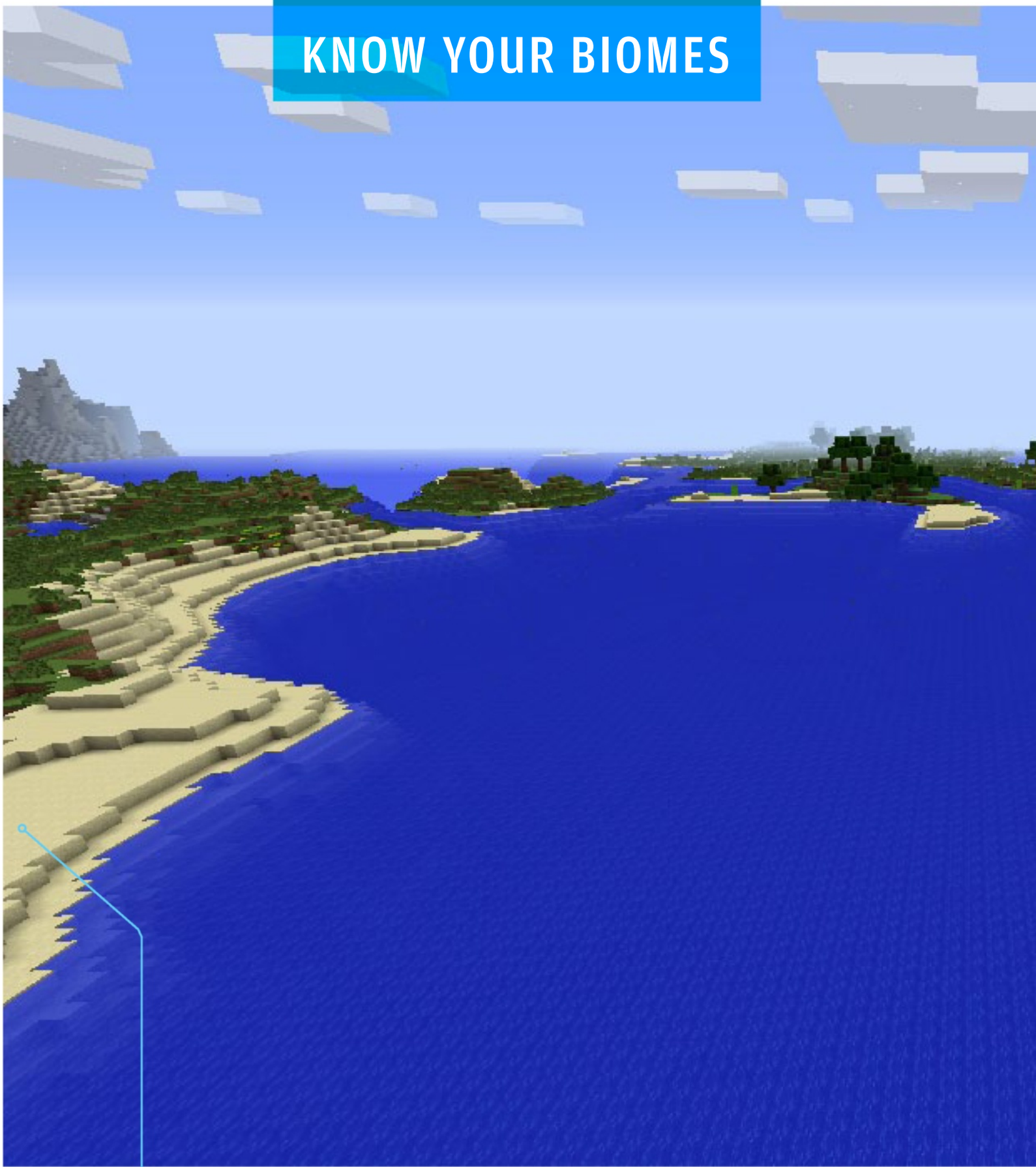
Installing mods requires quite a bit more initiative than simply downloading and playing Minecraft, and with no official support, you'll more than likely hit a snag or two along the way. Luckily, the Minecraft modding community is incredibly active and supportive, and if you have any questions you can likely find an answer with enough digging (ha!) around or, alternatively, ask on the main forums.



At the very least, this guide should have armed you with enough tips to take your first steps into exploring the wondrous bounty of Minecraft mods, and it's certainly worth the moments of frustration when you're able to mine such an incredible amount fun in the long run.

WorldMags.net

KNOW YOUR BIOMES



Most easily mined in shallow water, larger deposits of clay can be found in the ocean. Enchant yourself a respiration helm (or build an underground base) to give yourself more time in the drink.

WorldMags.net

WorldMags.net

Squint carefully and you can see a blocky Kevin Costner drinking his own pee on a raft. Not really.

OCEAN

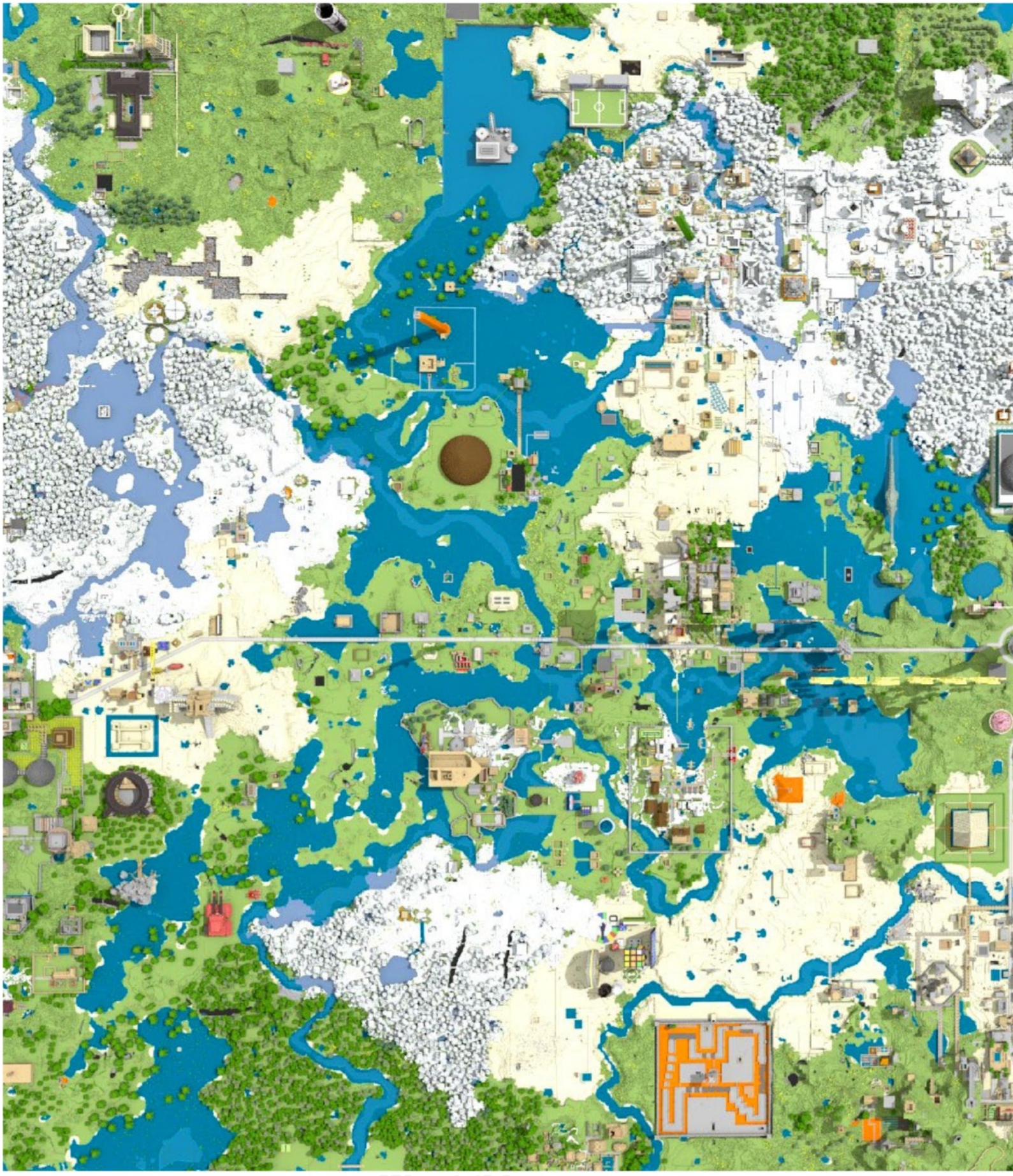
So why does ocean exist? Aside from the odd bit of clay and some squids knocking about, ocean is essential for building some of the most fun 'survival island' type maps.

If you do fancy a change of pace try the Archimedes' Ships mod for the PC version, which lets you craft your own ships for high seas adventures. Arr! Who needs Assassin's Creed IV: Black Flag now?

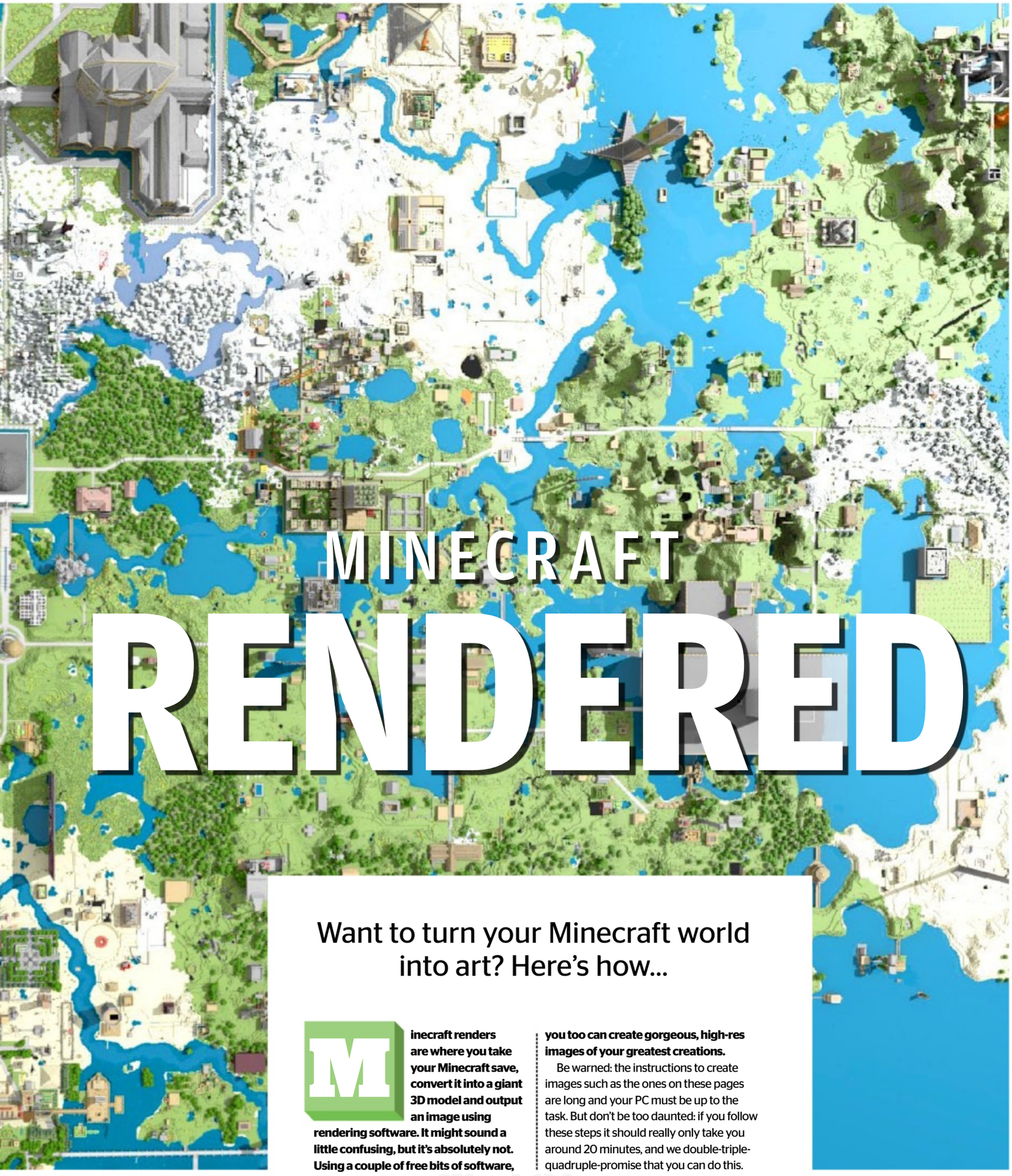
If you want squid ink (and by extension, black dye) you'll need to hack a few of these harmless sea creatures into bits. Squid ink can also be used to craft a book and quill, great for keeping in-game journals.

WorldMags.net

WorldMags.net



WorldMags.net



MINECRAFT RENDERED

Want to turn your Minecraft world into art? Here's how...

Minecraft renders are where you take your Minecraft save, convert it into a giant 3D model and output an image using rendering software. It might sound a little confusing, but it's absolutely not. Using a couple of free bits of software, you too can create gorgeous, high-res images of your greatest creations.

Be warned: the instructions to create images such as the ones on these pages are long and your PC must be up to the task. But don't be too daunted: if you follow these steps it should really only take you around 20 minutes, and we double-triple-quadruple-promise that you can do this.

WorldMags.net

WorldMags.net

Almost makes you wish you could spawn a katamari ball and the Prince and roll up the entire world, doesn't it?

This image was taken from Chunky, a Minecraft rendering tool that comes with a GUI. It's simpler to use than the command line process described to the right, and much easier to get textures working, but we've run into difficulties rendering large worlds. Grab it: bit.ly/minechunk

WorldMags.net

PERFECT DOZEN...

1 INITIAL CONVERSION

First of all you'll need to convert Minecraft saves to .obj models. We use mcobj, which is a small command line program. Download mcobj version 0.14 at: **bit.ly/gmmcobj**

2 RENDER CHOICES

To render the model once we've got it, we'll need a 3D modeling package. The likes of Autodesk Maya or 3D Studio Max cost lots, but in the GM office we use Blender, which is free, robust, and has a good set of tutorials. Set that downloading too by visiting: **www.blender.org**

3 LOCATE YOUR SAVES

Open up the Windows Start menu and in the Search (or Run) box, type *%appdata%* and press enter. This will bring up a hidden folder on your computer, normally C:\Users\[Username]\AppData\Roaming. In there, you'll find a folder called '.minecraft'. This is where the blockbuilder installs all its files. Your save games live in here inside a folder called 'saves'. Copy the one you want and paste it elsewhere on your computer. Let's say 'C:\renders\[savegame] where [savegame] is the name of your save.

4 EXTRACTION POINT

Open up your mcobj zip, and extract it somewhere on your computer. For example, C:\renders\mcobj.

5 COMMAND AND CONQUER

Open up the Windows Start menu again and this time type *cmd* into the search box and press enter. This will bring up a command prompt. Welcome to Windows' long distant past. You can do pretty much anything from a command prompt, but we're going to keep this simple. For now, just type *cd C:\renders\mcobj* and enter. Now type *mcobj* and it'll run the mcobj.exe in the directory we're now looking at. This will pour out a bunch of instructions for what mcobj's different functions do.

6 CODE BREAKING

Let's keep keeping it simple. Now type *mcobj -cpu 4 -s 20 -o world1.obj C:\renders\[savegame]* where [savegame] is the name of your saved game. This will use 4 CPU cores (change the number if you don't have a quad-core processor) to output 20 chunks of your saved game immediately around the spawn area, and will create it in a file called 'world1.obj'. There's a bunch of stuff you can tweak: rendering areas other than the spawn, or larger areas, or underground areas, and so on. For now, press enter, and a pouring stream of text should appear as it turns all those Minecraft-ey blocks into a renderable 3D model.

WorldMags.net

WorldMags.net

Anyone else a fan of Civilization? Is that a barbarian raiding party we spy on the right, there, or just a lost colony of Space Invaders?

WorldMags.net

7 BLEND IT LIKE BECKHAM

This one's even easier: install and open Blender like you would any other piece of software.

8 YOUCUBE

Click the 3D cube that's in the middle of the screen by default. Press Delete on your keyboard and remove it. Then press space, and in the Find window that appears, type 'import'.

At the top, you'll see Import OBJ. Click that, and browse to your C:\\renders\\mcobj folder. Here, you should find the world1.obj you created. Open it and wait; this might take a little while, depending on how much memory your computer has...

9 LIGHTS, CAMERA...

Boom! You should now have a 3D model of your Minecraft world open in Blender. Now you need to position the camera; there's one already created by default. Press 0 on the number pad to select it, then when your 3D view has snapped to the camera's position, press Shift+F. This enters Fly mode, and lets you control the camera's position by moving the mouse and rolling the scroll wheel. It's a little fiddly, but for a video example of it in action, try this video tutorial: www.bit.ly/camtutor.

10 ...ACTION!

Once you've got your camera positioned, look at the sidebar on the right. Click the little globe icon a couple of inches down from the top. This is the World settings, and it's here that you can tweak things such as the skybox and the lighting for the render.

For our purposes, just tick 'Ambient Occlusion' a little over halfway down. Then tick 'Paper Sky' and click on the Horizon Color box just below. Select a nice shade of blue.

11 SCENE SETTINGS

Now click on the little camera icon, two buttons to the left of the globe. These are your render settings. By default they should be set to render at 50 percent of 1920 pixels wide by 1080 pixels tall. This is useful, as lower resolution images take less time to render, and we don't want to commit to a lot of time until we know for sure the camera is where we want it. Leave all these settings as they are, and hit F12 to start rendering.

12 THE FINAL STEP

After a short wait, again depending on your computer's memory, you should be looking at a 3D render of your Minecraft world. To save it, press F3 and choose a location on your computer.

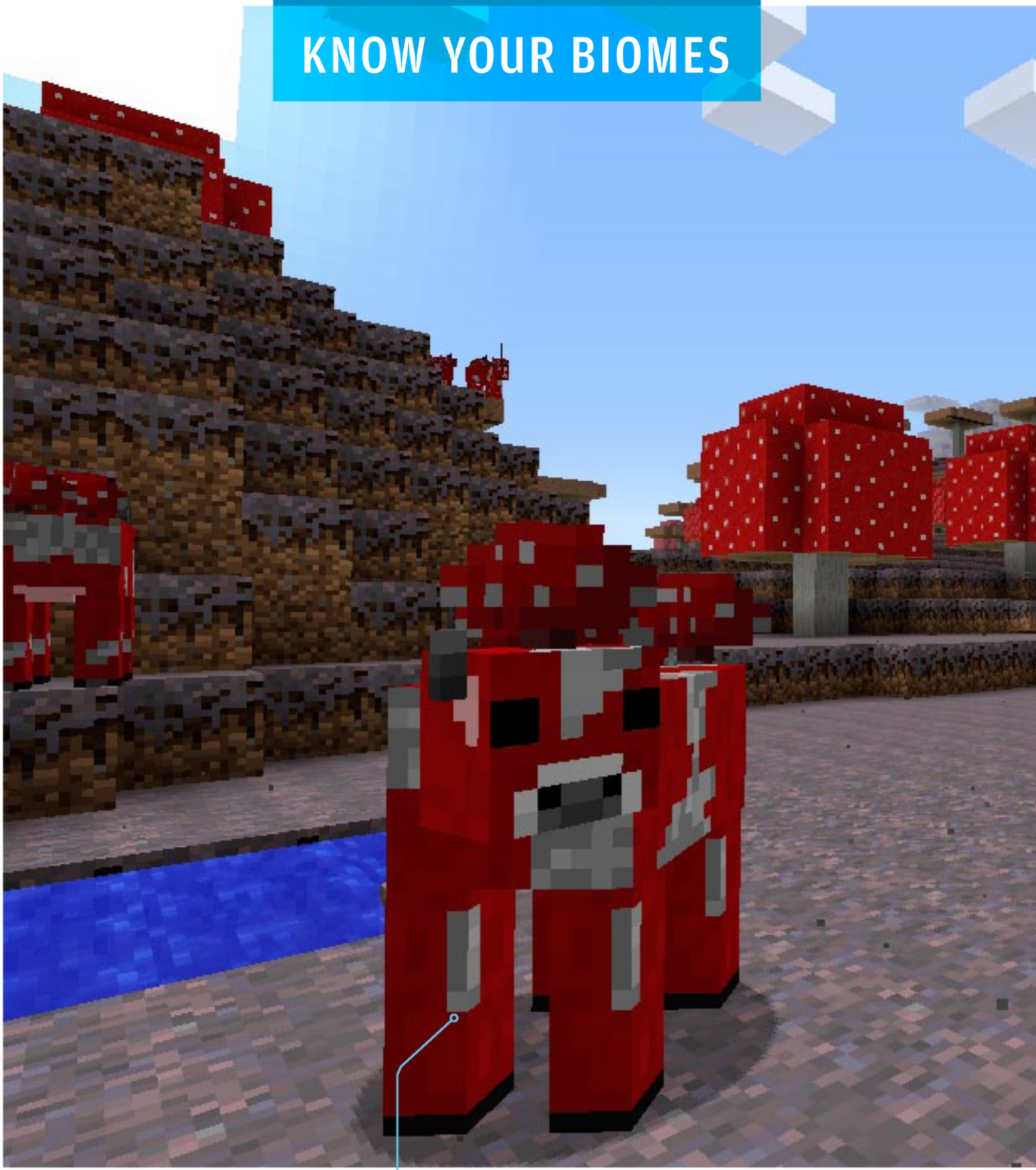
If you decide the camera position is perfect, you can set the render size from 50% to 100% and output yourself a nice desktop wallpaper. Or, if you want to change the camera position, click the little photo icon with an up/down arrow next to it about two inches above the bottom left corner and select 3D view to go back to the editing pane. Then repeat step 9 to re-position your camera.

Or you can do what we do and spend entire weeks at a time reading Blender tutorials to try and get better at lighting and shadows: there's an awful lot to play with to improve your shots.

Anything more advanced and you're own your own, but if you use this guide to make something, why not post a link to your work on the mcobj sub-Reddit (www.reddit.com/r/mcobj)? You'll also find loads more beautiful renders to enjoy.

WorldMags.net

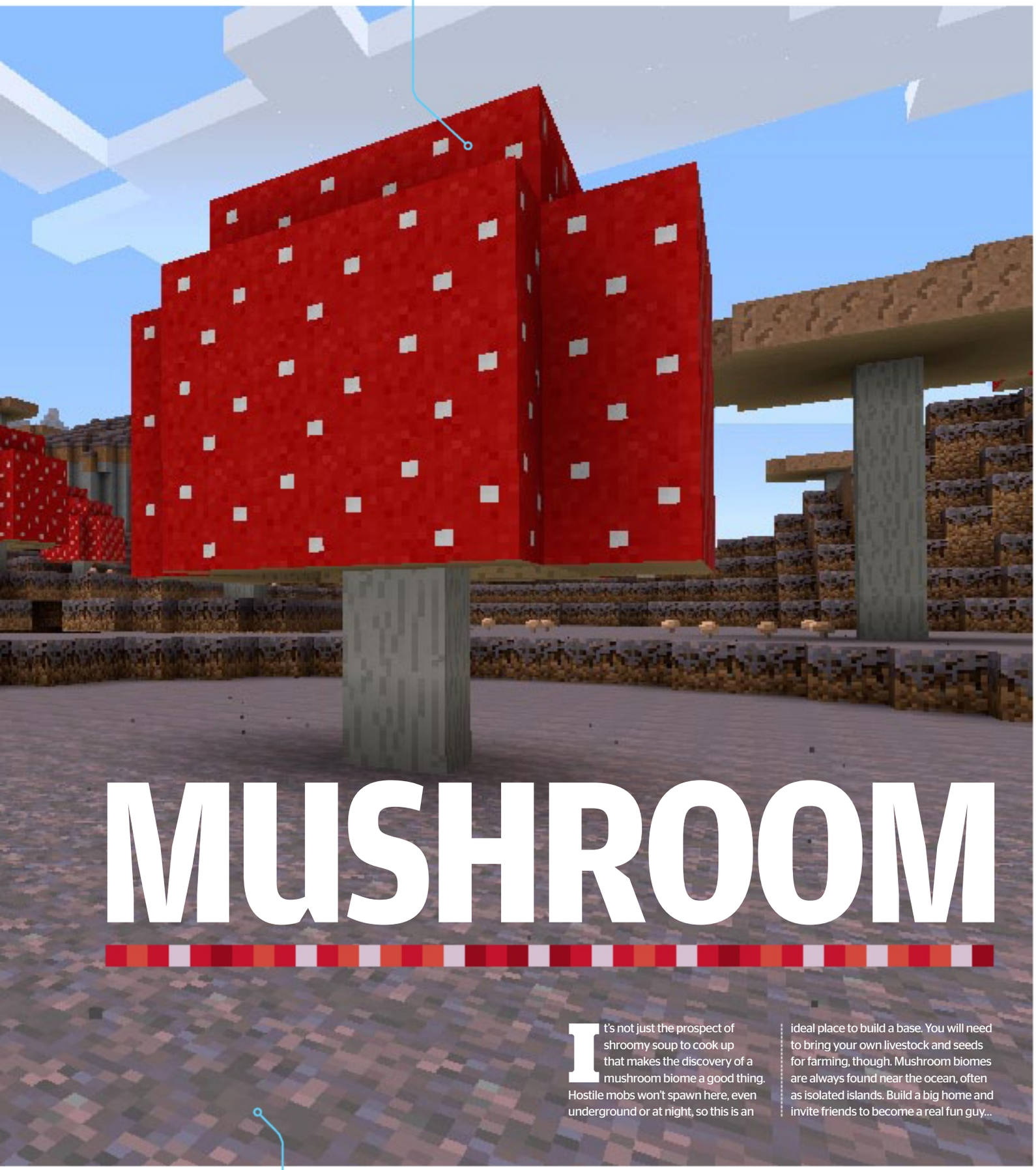
KNOW YOUR BIOMES



Before you start shearing mooshrooms for their red mushrooms, remember that once they've been shorn they'll turn into regular old cows. Better to milk them (using a bowl) to get mushroom soup!

WorldMags.net

WorldMags.net



Use an axe to take down these big 'shrooms. Don't forget to replant any harvested mushrooms. You can use bone meal to grow them big again.

MUSHROOM

It's not just the prospect of shroomy soup to cook up that makes the discovery of a mushroom biome a good thing. Hostile mobs won't spawn here, even underground or at night, so this is an ideal place to build a base. You will need to bring your own livestock and seeds for farming, though. Mushroom biomes are always found near the ocean, often as isolated islands. Build a big home and invite friends to become a real fun guy...

Mycelium grows on dirt like grass but is better for growing mushrooms. You can't till this stuff for farming normally, so bring some dirt blocks with you for a base.

WorldMags.net

WorldMags.net

LIGHT-UP TORCH $20/£12

Keep waking in the night hearing the sound of zombies outside your door? Either you've been playing Minecraft way too much or you're genuinely in need of one of these anti-mob-spawn torches. It's wall mountable, for extra authenticity, though you can still hold it in your hands whenever you head out for a bucket of milk.

CREEPER FACE MUG $15/£13

This sizeable beverage container doubles up as a provider of morning tipple and stealthy creeper deterrent. Should one of the green chaps shuffle up to your kitchen window during your mid-morning cuppa, simply hold this mug up to hide your face and said creeper will take you for one of its own and sizzle right on past. Solitary creatures, creepers.

MINECRAFT

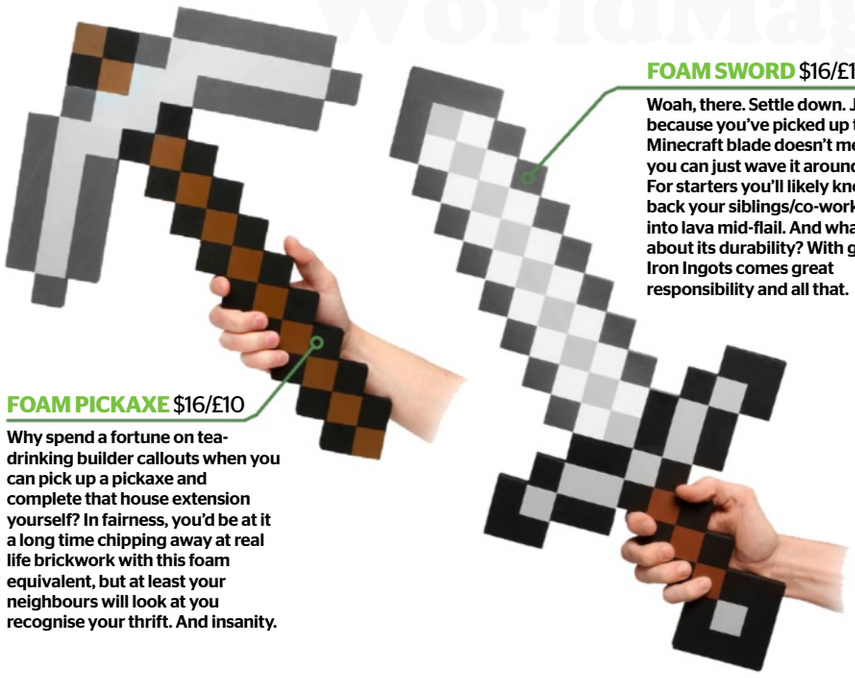
DIAMOND STEVE VINYL $30/£20

Whether you're off to the shops or delving into a legitimate mineshaft IRL, it's dangerous to go alone. Pop this ickle Steve in your bag for luck. Alternatively don't risk damaging it and simply display it for all to see in your home/office. The helm is removable. But, no, it won't fit on *your* head...

STICKY NOTECUBE $20/£15

Buy enough of these Stone Brick sticky notecubes and you can build your very own cobblestone house. It'd be unstable, prone to fire and fairly useless in a storm, but at least you'd never find yourself scouring the house for a bit of paper when you need to jot down a crafting recipe.

WorldMags.net



FOAM SWORD $16/£10

Woah, there. Settle down. Just because you've picked up this Minecraft blade doesn't mean you can just wave it around. For starters you'll likely knock back your siblings/co-workers into lava mid-flail. And what about its durability? With great Iron Ingots comes great responsibility and all that.

FOAM PICKAXE $16/£10

Why spend a fortune on tea-drinking builder callouts when you can pick up a pickaxe and complete that house extension yourself? In fairness, you'd be at it a long time chipping away at real life brickwork with this foam equivalent, but at least your neighbours will look at you recognise your thrift. And insanity.

DIAMOND WRAPPING PAPER $8/£6.50

Got a gift for a Minecraft buddy? What better way to present it to them than by packaging it in the most prized of voxel blocks? For the best effect, whatever the present, put it in a perfectly square box before wrapping. Give 'em the foam pickaxe for added unwrapping fun!

COMES ALIVE!

Want more Minecraft than your PC or console can give you? Luckily, there's an entire world of Minecraft goodies out there to stock up on!

PAPERCRAFT DELUXE PACK £20

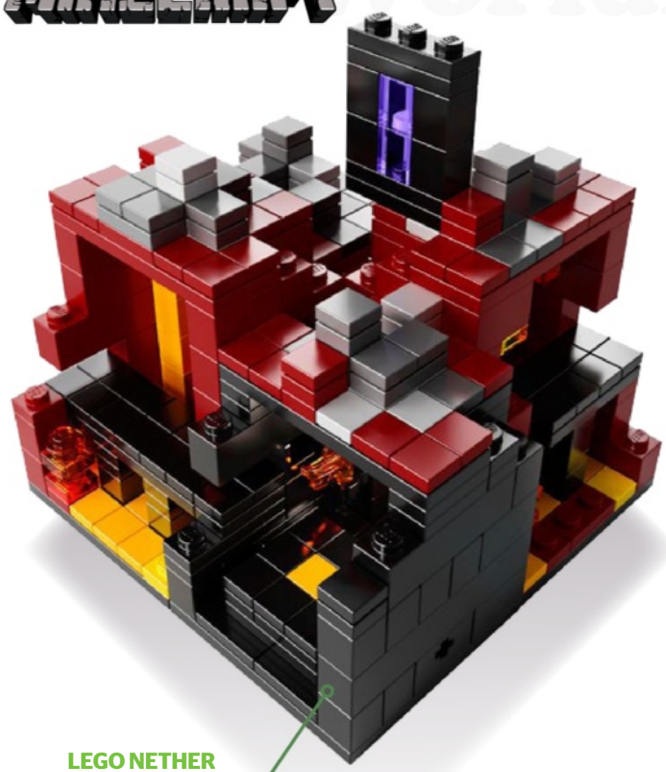
What to do on those long car rides when you're away from your computer but need a Minecraft fix? No plug sockets needed for this papery game mode! Authentic in that it looks just like the digital deal and it's incredibly dangerous to play with a flint and steel in your hands.

CREEPER PLUSHIE $40/£30

Daaawww. Turns out creepers don't really want to blow you up. They're just after a hug. A hug accompanied by unnerving hisses of potential destruction. These plush toys come with sound effects, perfect for activating next to someone as they sleep. sssssssSSSssssss...

WorldMags.net

WorldMags.net

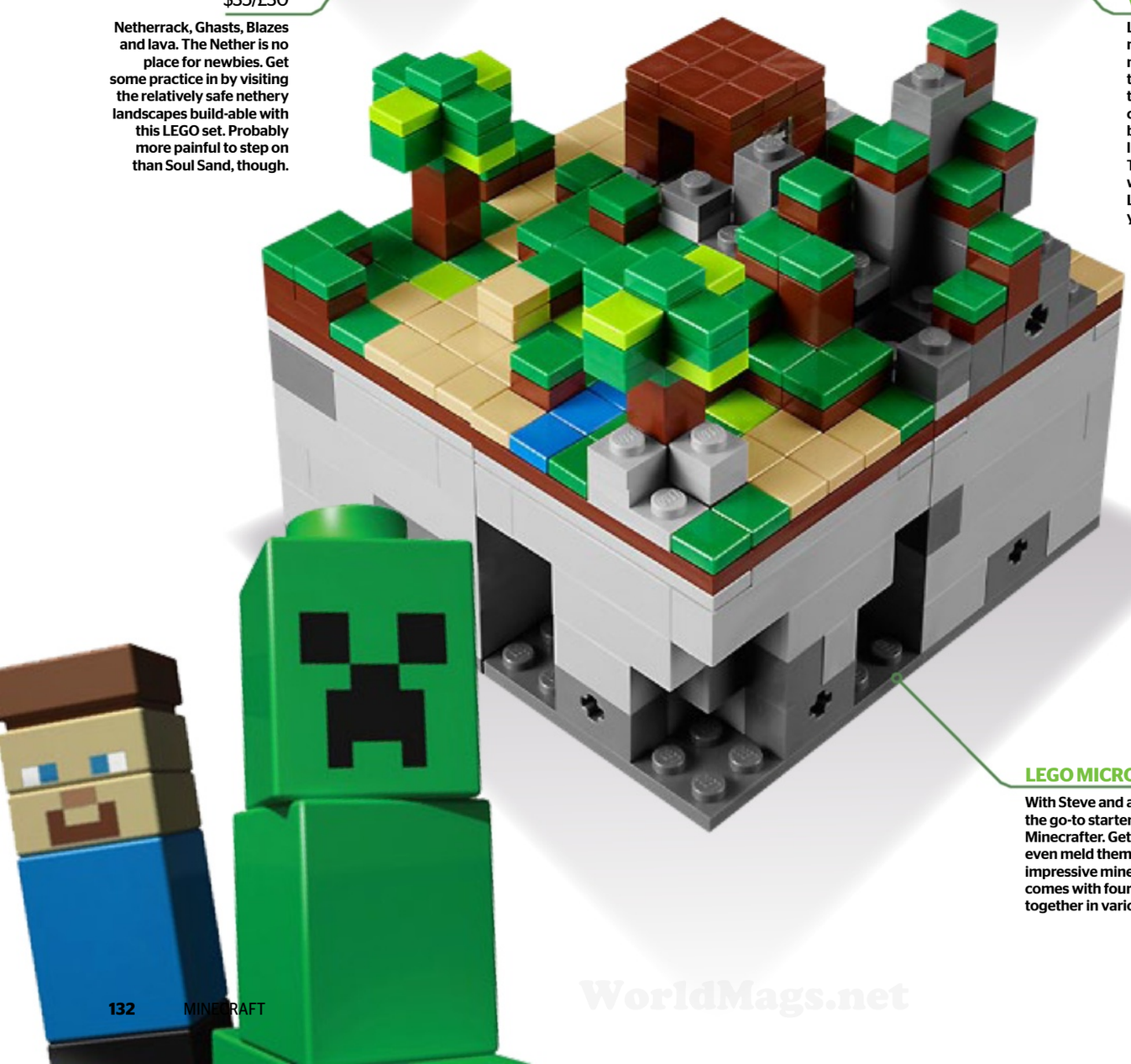


LEGO NETHER $35/£30

Netherrack, Ghasts, Blazes and lava. The Nether is no place for newbies. Get some practice in by visiting the relatively safe nethery landscapes build-able with this LEGO set. Probably more painful to step on than Soul Sand, though.

LEGO VILLAGE $35/£30

LEGO and Minecraft were meant to meet in the middle at some point, and this was the second of the three available collaborations. Here there be crops, testificates and livestock. Watch out for TNT, though. Wouldn't want to have to pick tiny LEGO dirt blocks out of your face.



LEGO MICRO-WORLD $35/£30

With Steve and a creeper included, this is the go-to starter set for the physical Minecrafter. Get multiple sets and you can even meld them into bigger and more impressive mine and hill systems. The set comes with four modules, which can slot together in various ways.

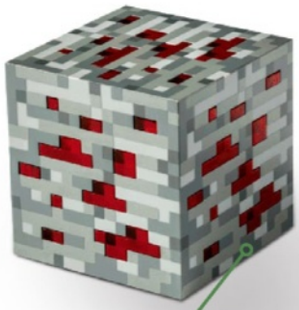
WorldMags.net

CREEPER TEE
$22/£18.50

Wolves howling at the moon is so four years ago. Creepers peering up at the moon, though? Now we're talking this insta-classic tee is the go-to design for any Minecraft fan with an ounce of self-respect.

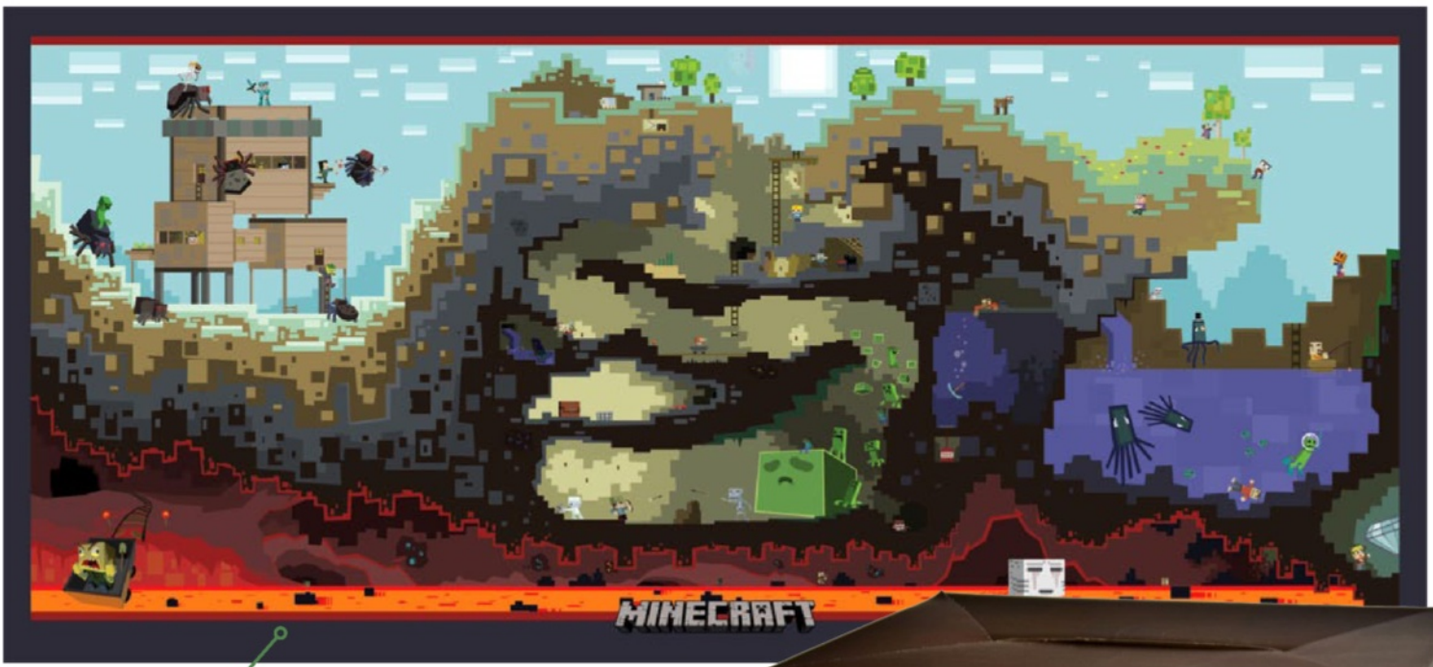
TABLE TEE
$22/£18.50

Chemistry teachers will try telling you that there are at least 114 elements. Wear this to prove them wrong. It's also a handy crib sheet for when you're playing Minecraft and can't think of the best material for a build.



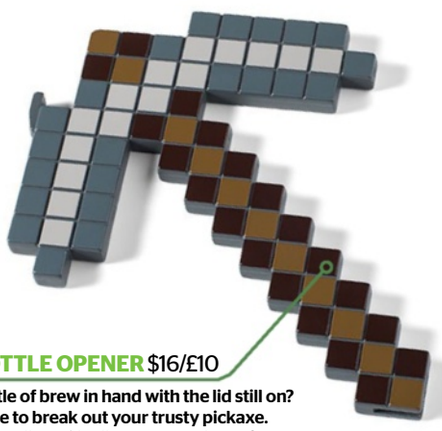
REDSTONE LAMP $16/£10

Is your Light-Up Torch all burned out? Hopefully you've mined some of these bad boys as well. Tap it for a soft red glow, then keep tapping for two warmer, brighter lights. If you spot a creeper, tap again to turn it off and pretend you saw nothing...



POSTER $12/£9

There are many Minecraft posters in existence, but this one is very, very special. Look at the creepers! Look at the ghasts! Look at the mining! Just... just look at it! Gorgeous!



BOTTLE OPENER $16/£10

Bottle of brew in hand with the lid still on? Time to break out your trusty pickaxe. Normally we'd tell you to watch out for smashed glass, but this specialist tool has been designed just for this type of situation.

HEAD $20/£18

It comes in Steve, creeper and enderman flavours, this one. Pop it over your face and start running around the house with boxes in your hands to bring your dreams to life.

WorldMags.net

WorldMags.net

ARE YOU A FUTURE YOUTUBE STAR?

YouTube's favourite Minecrafting family, the Yogscast, lets us in on the secrets to their success...

There are people out there playing Minecraft, having a ton of fun and earning money while they do it. How? By setting themselves up a YouTube channel. Anyone can get one running with the right gear and should you resonate with an audience large enough then you could end up making a living by playing Minecraft with friends!

To start capturing your PC play sessions you'll need a hefty hard drive to store the footage, as well as capturing and editing software. Fraps is commonly used software that will capture PC gameplay and it's totally free. You'll also need editing software, which can be expensive should you go for the good stuff such as Final Cut Pro. But you don't need that to start with – even the most basic editing suite is fine to get you up and running.

But forget the gear – you'll need the right ideas! We got in touch with the world's favourite Minecrafting YouTubers, The Yogscast, to find out their secrets. Perhaps their stories can help inspire you when making your own Minecraft YouTube channel...

WorldMags.net

WorldMags.net

Nilesy

Co-star of the Diamonds in the Rough series and purveyor of prime indie gaming content.

What makes Minecraft so special for you, and what do you think it is about Minecraft that resonates so much with the community at large?
When I was young, I had this massive industrial bag of LEGO. I think we got them bulk from a charity shop. Thousands of the things! Minecraft, in my eyes, is this generation's LEGO. They can build anything and everything, let their creativity run wild, and best of all, easily show it off to their mates!

What's your favourite Minecraft memory?
On my YouTube channel, my buddy Sjin and I play Minecraft maps which some of our viewers make and submit. Easily my favourite times have been exploring the wealth of creativity they've shared with us, as well as the hilarity!

What were your thoughts when you first jumped into a game?
Honestly? "Is this it?" was my first thought. All I'd heard was hype, and I was kind of disappointed... then I looked out my window, saw it was dark and that I'd been playing for 10 hours straight... Yeah...

Are there any videos or series you've made that you're particularly proud of?
My Diamonds in the Rough series with my good buddy Sjin I adore, as some of the maps people submit for us to play and show off are just glorious. I've also had great fun taking part in the network-wide minigame series, which I hope we will do more of soon!

Are there any other Minecraft series that you enjoy watching?
I'm all about YogLabs on the Simon and Lewis channel, and even though I take part in it, I love watching Blackrock too! My feels!

How did you go from playing Minecraft with friends to becoming part of the most successful YouTube group of channels ever?
Really, I think this question answers itself. People love watching people having a grand time in games, and with a tight group of friends, who love to joke around and make fun of each other, it's easy for people to relate and laugh with us!

Why does what the Yogscast resonate so well with so many?
There's just something for everyone. The network is so diverse that if you want to watch a certain type of game, or a certain type of commentary, there's a channel for you. We do everything, and we do it the Yogscast way (which is usually really badly... actually, maybe people just like to laugh at us?! I'll keep thinking it's 'with us' though, just to keep my sanity!)

And finally, what do you want to in Minecraft in the future?
One of my close friends, Athene, is working on a 'Minecraft MMO' called Minecraft Next (mcnext.net), which I think is very interesting. It's essentially a living server: you have your own plot of land, which grows over time; public areas for everybody to meet up in are expertly modelled by pro Minecraft builders; house rating systems; mini-games and objectives with real world rewards... all running on fantastically stable servers. For me, outside of waiting for the next Minecraft version, this project seems very exciting and I can't wait to see more from it!

WorldMags.net

WorldMags.net

Rythian

Famed for The Blackrock Chronicle, a narrative Minecraft adventure through Tekkit.

What makes Minecraft so special for you? What do you think it is about Minecraft that resonates so much with the community at large?
For me it's the ability to create things on your own, like a sandbox, or a box of LEGO. People like creating things, shaping the world into what they want it to be. That's what drives people to play and enjoy Minecraft. Couple that with the desire to explore, and you've got a hit.

What were your thoughts when you first jumped into a game?
"This game better be good." I ended up getting it because everyone else had, even though I was hesitant. Once I started building things together with other people, making a little town with my friends, I quickly realized how fun it was.

Are there any videos or series you've made that you're particularly proud of?
I suppose that would be The Blackrock Chronicle, my story-driven Minecraft series. It started out as a fairly standard survival series with me and Zoey, and it's now become a big narrative world with characters and storylines and twists and turns. It's very fun to make, and it's resonated very well with people watching.

Are there any other Minecraft series that you enjoy watching?
It's hard to go wrong with Sips' and Sjin's various Minecraft series – they make for great background listening material. It's like listening to a podcast by two very funny people. Sometimes it feels like I'm sitting on Ventrilo listening to the two of them rambling on about everything and nothing.

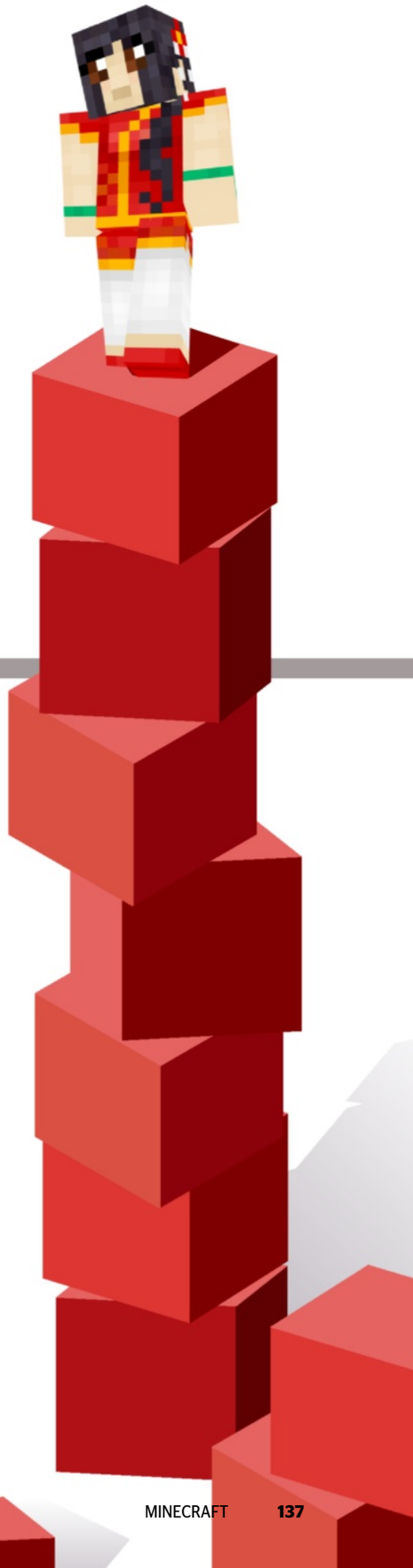
How did you go from playing Minecraft with friends to becoming part of the most successful YouTube group of channels ever?
Quite simple, actually. Lewis asked me if I wanted to make videos for them, and I said yes. The rest sort of happened on its own. I guest-starred a little bit on Duncan's and Sips' and Sjin's series, and then people encouraged me to make my own series.

Why does what the Yogscast resonate so well with so many?
I think we have a little bit of everything for everyone. I think the sense of humour and camaraderie makes people feel almost like they're part of something. I think we have a good variety of personalities and a mix of games we play. And I above all, we're entertaining. Kind of the only thing that matters, that last one.

And finally, what do you want to see in Minecraft in the future?
Simplification. No more downloading .jars to put in the %appdata% Roaming folder. No more dragging individual images files into a subfolder in a compressed archive to get a different-looking set of tools. A more optimized client. A proper modding API that can lead to easier managing of mods. That's what I would want, and I hope that's what coming eventually.

WorldMags.net

WorldMags.net



Kim

Ex-Team GM member Kim is now a YouTube star.

What makes Minecraft so special for you? What do you think it is about Minecraft that resonates so much with the community at large?
I think the fact that you literally can do ANYTHING in Minecraft makes it pretty special. And that's why it's so popular – particularly with the younger generation, as this really is the LEGO of their time. I can barely make a wooden house, but my 7-year-old nephew can build space stations. Then blow them up.

What's your favourite Minecraft memory?
It'd have to be shooting Sips in the face with a bow, and actually killing him when we came head to head in a PvP map called Cluster Chunk. I nailed him from the other side of the map – I'll be honest, it was pretty astonishing that I hit him. That, or accidentally sucking half of Duncan's lab into the moon. We just made some portal guns, and ran around firing them like a couple of kids with water guns. I totally didn't realise the portal would actually hit the moon, and well... that was a disaster.

What were your thoughts when you first jumped into a game?
"Oh... crap." I never played Minecraft before joining the Yogscast, and I knew I had a lot to learn. Starting with the fact that you have to hold down the mouse button to break blocks. That was an interesting 15 minutes.

Are there any videos or series you've made that you're particularly proud of?
I'm pretty proud of my Apprentice series. Basically, it plays on the fact that I don't really know what I'm doing in Minecraft, and I'm getting the more seasoned players – Duncan, Sjin, and Sips (I guess) – to teach me. As well as that, we've got a pretty interesting story running through it that saw me getting blown up, infected with something we call 'The Flux', and destroying the server with Nagas...

Are there any other Minecraft series that you enjoy watching?
I like the stuff everyone does across all the channels. My favourite series of all time has to be The Voltz series that ran on Simon's and Lewis' channel. The way everything escalated in that to the point that Sips and Sjin 'accidentally' detonated a world devouring bomb...some genuine gut-busting laughs there.

How did you go from playing Minecraft with friends to becoming part of the most successful YouTube group of channels ever?
I don't think I can really answer this question, as I'm one of the newer members, having just joined the Yogscast a year ago... but really it's about a group of friends having fun. Whether we play Minecraft, or other games, the entertainment is in seeing us having fun, joking with each other and ultimately, blowing everyone up.

Why does what the Yogscast do resonate so well with so many?
Like I said in the previous answer, it's because we're friends having a good time, and viewers can relate to that. They feel like they're part of the gang, getting in on our in jokes and petty rivalries. And they like seeing us destroy everything on a massive scale!

And finally, what do you want to see in Minecraft in the future?
Well, really, I need to learn a bit more about it all before I can speculate! But there are so many mods, modes, maps... there really is no limit to what can be created, both within the game, and with the game in terms of expansion.

WorldMags.net

KNOW YOUR BIOMES

MESA

Incredibly rare, mesa biomes are home to red sand, hardened clay and stained clay blocks. Stained clay blocks are available in the same 16 colours that wool blocks are, so make a great alternative building material. If you manage to find the even rarer bryce variant mesa biome then you'll be treated to expansive views of hardened clay spires. These structures are inspired by the real life Bryce Canyon, in Utah, USA.

The mesa biome is, in many ways, quite similar to the desert biome. Of course, this blue stuff isn't helping us to reinforce that claim, is it now?

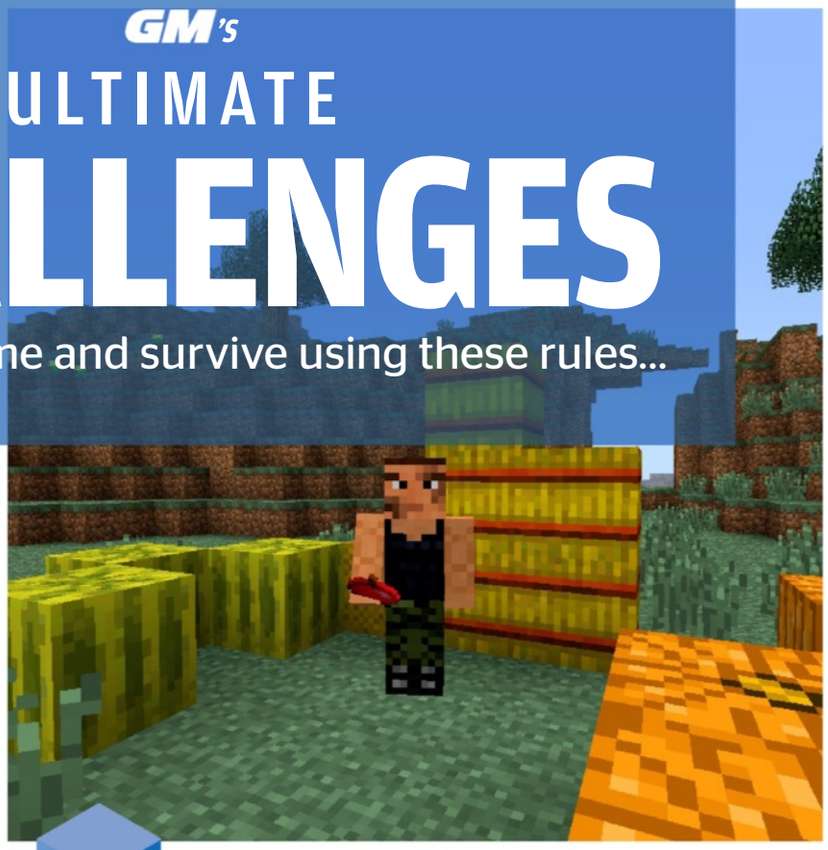
WorldMags.net

WorldMags.net

Dyed clay is a more resistant and reliable crafting material than dyed wool. Also, it won't set fire when struck by lightning.

Though the stained clay spawning naturally in mesa comes in 16 colours, you'll have to gather some hardened clay to dye yourself should you want to get a specific colour combo.

WorldMags.net



GM'S

ULTIMATE CHALLENGES

Start a new game and survive using these rules...

1 THE NOMAD CHALLENGE

1.1
For every three in-game days that you stay in one place (we'll call this the Camp Phase), you must then spend three on the move (the Travel Phase). ☐

1.2
Each day in the Travel Phase, you must make an effort to cover as much ground as you can in any direction, without ever turning back the way you came. Ever. ☐

1.3
You must sleep for at least half of every night cycle. ☐

1.4
When the Travel Phase begins, you must empty your inventory and only bring what fits in your hotbar. You can keep what you find on the road, but you have to get rid of everything not in your hotbar before setting off in the morning. ☐

2 THE LUDDITE CHALLENGE

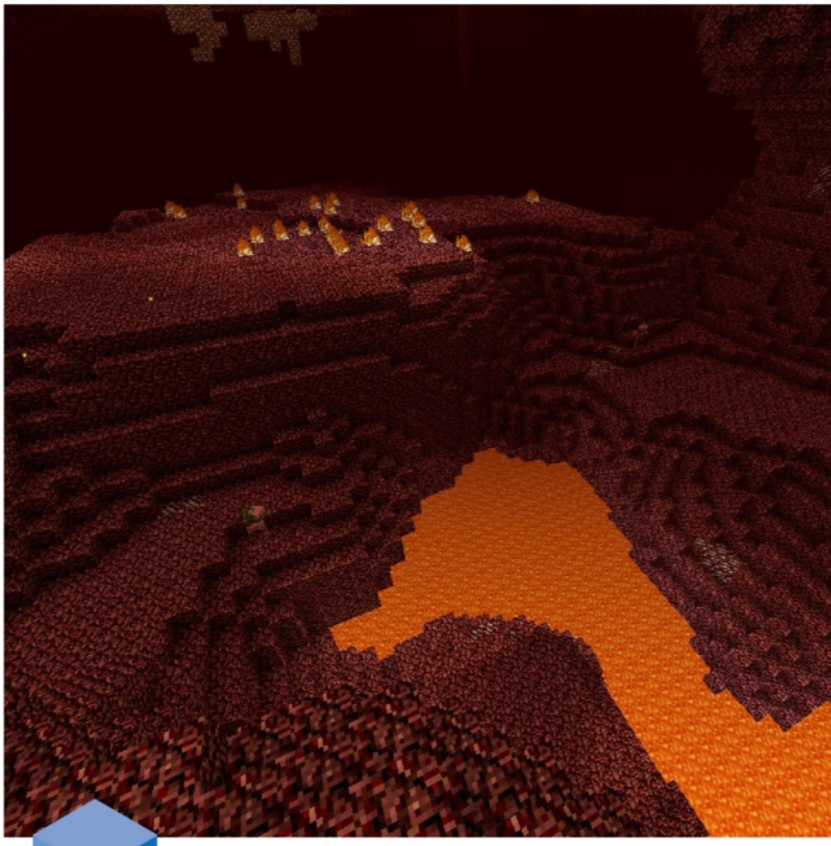
2.1
You may not use magic of any kind. This includes brewing potions, enchanting your items and constructing beacons. ☐

2.2
You may not use redstone, sensors, pistons, dispensers or anything else that could be considered 'machinery'. ☐

2.3
You may not build minecarts, tracks, or Nether portals. You'll have to get around by foot, horse, or boat. ☐

2.4
You may not automate *anything*, even if the system follows all of the above rules (such a water-powered collection system). Basics-only. ☐

WorldMags.net



3 THE TURBO TREE-HUGGER CHALLENGE

3.1
You're vegan! You may not eat or use anything that comes from an animal. This includes meat, leather, milk, eggs, bone meal, and feathers. Monsters count as animals. ☐

3.2
You may not tame animals, or manipulate them for personal gain. You may attack them, but only in self-defence and never for fun. ☐

3.3
You must plant two trees for every one you cut down. ☐

3.4
You must leave minimal impact on the environment. This means no towering stone structures, no chopping down forests to make room for a farm, and no significant changes to the landscape. No quarries here thankyouverymuch! ☐

4 THE INFERNAL CHALLENGE

4.1
Take as long as you need to create a Nether portal and gather supplies. Think hard about what to fill your inventory with. Trust us... ☐

4.2
Enter the Nether and then dismantle the portal behind you. ☐

4.3
Do not build another Nether portal. Welcome to your new home. You will need to establish a sustainable food source and figure out how to survive without the benefits of ever accessing the overworld again. ☐

4.4
You're not allowed to recieve deliveries from other players, nor use their portals to escape. There is no cheating in the Nether. The Nether is all you will ever know. ☐

WorldMags.net

WorldMags.net

5 THE ULTIMATE PACIFIST CHALLENGE

5.1
You may never pick up or craft a weapon of any kind. ☐

5.2
You may never hit a living thing, whether with a tool, your hands or other random objects. This includes trees. Trees are living things and have feelings, too. ☐

5.3
You may not build traps or contraptions deliberately designed to cause direct or indirect harm to living things. ☐

5.4
You may not lure mobs into dangerous situations, such as zombies into sunlight, endermen into water, or anything into a cactus, but it's okay if they end up there as a result of you fleeing for your life. ☐

6 THE VILLAGE MAYOR CHALLENGE

6.1
Travel until you find an NPC village, only gathering the necessities to keep yourself alive along the way. ☐

6.2
Once you have found your village, you must never travel further than a half day's walk from its limits. ☐

6.3
You must sleep in (or in sight of) the village every night. ☐

6.4
You must take it upon yourself to improve the village without dismantling any of its existing structures, using only whatever is close by. The only way to gain access to new and distant resources is to expand your town in the right direction. ☐

WorldMags.net

7 THE NIGHT STALKER CHALLENGE

7.1
You have until the first in-game sunrise to get yourself completely underground or otherwise out of the sunlight. ☐

7.2
You are now a vampire. If you ever stand in sunlight, even accidentally, for more than five seconds, you lose. ☐

7.3
You must consume at least one piece of meat per night. Night stalkers can't survive on mushrooms. ☐

7.4
Your hunger demands the blood of fresh villagers. To truly complete the challenge, you will need to find and capture a few of them for the snack bar in your underground lair. ☐

8 THE GROUND IS LAVA CHALLENGE

8.1
You have one day before the ground turns into deadly lava. The only way to escape is up. ☐

8.2
Once the first in-game sunrise has passed, it is no longer safe to stand on the following block types ever again: dirt, gravel, clay, sand, smooth stone, sandstone, grass, snow, farmland, mycelium. ☐

8.3
If you step on one of the above block types — ever — you lose. You'll have to rely on tree forts, skyways, and other artificial structures to survive and get around. ☐

8.4
Ironically, actual lava is fine. Well, it will still set you on fire. But it won't make you lose the challenge. ☐

WorldMags.net

KNOW YOUR BIOMES

THE END

The ultimate challenge for vanilla Minecraft survivalists, The End biome is as hard to reach as it is to survive... almost.

To get there you'll need to search out a Stronghold in the Overworld – best done by flinging an Eye of Ender into the air and following its airborne trajectory. Once you find a Stronghold and the Ender Portal that resides within, you have to activate it with 12 more Eyes of Enders to reach The End.

There's no day/night cycle here, and aside from a massive increase in Enderman spawns you also have an Ender Dragon to contend with.

The End is one of the most hostile places in the whole game. To avoid Endermen hassle, equip a pumpkin head to cover up your crosshair and avoid looking at them.

WorldMags.net

WorldMags.net

The Ender Dragon's health bar, visible as soon as you enter The End, replenishes whenever it flies by these doohickies. Best take them out before tackling the scaly main course.

The End is a floating island made up of end stone. This durable building material can't be pinched by Endermen, making it ideal house-building material.

WorldMags.net

WorldMags.net

SUBSCRIBE

SAVE UP TO **30%** TODAY!

FREE GIFTS!
PS4 & XBOX ONE FACEPLATE DECALS!
METAL GEAR SOLID V GROUND ZEROES
SNAKE'S BACK! BUT IS THE NEW MGS REALLY JUST TWO HOURS LONG?
THE UK'S NO.1 MULTIFORMAT GAMES MAG
GAMES MASTER
EXPERT MINECRAFT TIPS
THIEF REVIEWED FIRST
IS THE NEED FOR SPEED MOVIE A CAR CRASH?
TOMORROW'S INDIE HITS REVEALED
TWO HOURS INSIDE DARK SOULS II
SOUTH PARK TESTED
Titanfall
» Xbox One saved? COD-killer played to destruction
WIN!
YOUR NEXT BIG ADVENTURE...
THE ELDER SCROLLS ONLINE
The complete guide to the amazing next-gen RPG
BOOM!
BRAND NEW LOOK
The next generation of gaming magazines! Flip over for a peek inside
MONSTROUS HANDS-ON
EVOLVE
Intergalactic monster hunting from the makers of Left 4 Dead
SONIC BOOM
Does all the way up to here? Sonic gets new game + look

Subscribe to the world's most dedicated gaming mag today to save up to 30% on the cover price and get every issue delivered! Subscribe from just £23.49 every six months by Direct Debit to secure your copy of GM and become the first to dig deeper into all the latest games with our awesome exclusives and free gifts!

TO SUBSCRIBE TO GM VISIT...
myfavouritemagazines.co.uk/GMSX16

OR CALL AND QUOTE REF NEWGM...
0844 848 2852

- You're **guaranteed** to get your copy!
- It costs **less than** buying it in the shops!
- There'll be **free stuff** every issue!
- It's **delivered direct** to your door!

Terms & Conditions: Savings compared with buying 13 full priced issues from UK newsstand. This offer is for new UK print subscribers (paying by Direct Debit) only. You will receive 13 issues in a year. Full details of the Direct Debit guarantee are available upon request . If you are dissatisfied in any way you can write to us or call us to cancel your subscription at any time and we will refund you for all unmailed issues. Prices correct at point of print and subject to change. For full terms and conditions please visit: http://myfavm.ag/magterms Offer ends: 31 December 2014. Order ref: GMSX16.

WorldMags.net

WorldMags.net

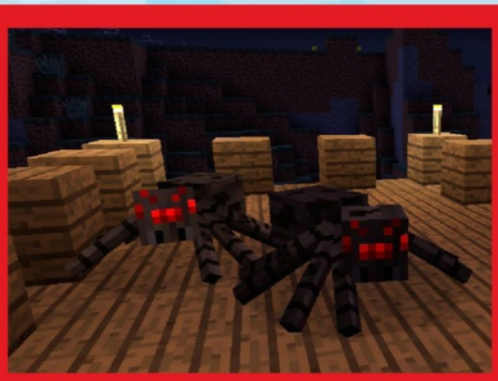
WorldMags.net

148 PAGES!

GAMES MASTER PRESENTS

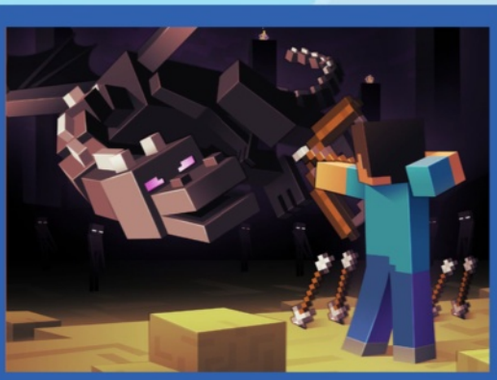
THE ULTIMATE GUIDE TO MINECRAFT

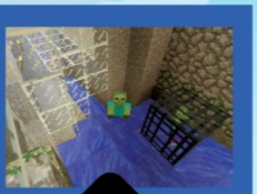
PC PS3 360 iOS ANDROID

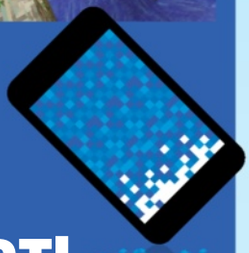


LEARN THE BASICS!

- **100% ESSENTIAL SURVIVAL HANDBOOK**
- THE BEST TOOL AND POTION RECIPIES
- **FULL ANIMAL AND MOB GUIDES & MORE!**





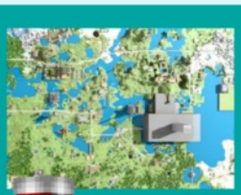


BECOME AN EXPERT!

- **ADVANCED BUILDING SKILLS EXPLAINED**
- COMPLETE HARDCORE MODE TODAY
- **DEFEAT THE ENDER DRAGON & MORE!**

"I THINK I WAS ALREADY RICH BY THE TIME I REALISED 'I'M GONNA BE REALLY RICH!'"

NOTCH REVEALS THE AMAZING HISTORY BEHIND THE WORLD'S BIGGEST GAME



EXPAND YOUR WORLD!

- **HOW TO SAFELY INSTALL MODS**
- THE BEST FREE ADD-ONS AND SKINS
- **AMAZING COMMUNITY BUILDS & MORE!**

GO BEYOND THE GAME!

- **THE COOLEST MINECRAFT GEAR**
- YOGSCAST REVEAL THEIR YOUTUBE SECRETS
- **ALL-NEW WAYS TO PLAY & MORE!**

WorldMags.net